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Are you X-cited yet?!

The X-Men are back! With the movie doing big bucks at your local cinema and the great new Mutant Academy game from Activision filling your Game Boy Color screen, things are looking X-tremely X-citing for all X-Men fans! We've got an exclusive review of the new game over on page 14 along with the lowdown on the movie too. If you haven't seen it yet – what are you waiting for?

Also in this issue you'll find another fantastic Game Boy Color exclusive – *Perfect Dark* from Rare. This is the game that has re-ignited the fires on the Nintendo 64, and this hand-held version retains all the elements that have propelled Joanna Dark to stardom. This girl is more than a match for that Lara Croft! Get over to page 18 for our full review of what could be the game of the year!

To go along with these two great games we've got more previews of upcoming releases, tips, cheats, codes, posters and competitions – everything you've come to know and love about Total Game Boy Color.

Don't accept any pale imitations – stick with us as the Game Boy games scene explodes into a new era with Game Boy Advance. It's going to be fun, and we're going to be there every step of the way! Enjoy.

Nick Roberts

GUSHING WITH

The bits 'n' bobs explained!

Total Game Boy Color has all the information you need to make sure you buy the right game for you! On each review you will find a number of boxes and pictures that will deliver the most up-to-date information in the known Game Boy Color world!

NINFO!



How much?	£19.99
From who?	Midway
Whenz it out?	Out now
Kind of Game?	Puzzle

Here you'll find out how much the game is, who made it, when it'll be in the shops and what kind of game it's supposed to be!

QUICK TIP!

When playing this great game, make sure you don't get too engrossed as your mum might call you in for your tea and you won't hear her – then your belly will start to rumble!

To get you started on the game we've got a quick tip straight from the fingertips of our world-renowned Game Boy Color experts.

The main reviewer will fill you in on all the details of the game, but we've also got a second opinion so you get a balanced view.



TOTAL GAME BOY COLOR

TEST YOUR STRENGTH

Hum Dinger!

GRAPHICS!
Rolf Harris on a high!
★★★★★

SOUND!
Sounds likes a coughing fox
★★★★

PLAYABILITY!
You'll play it till your batteries die!
★★★★★

LASTABILITY!
Forever – what a great game!
★★★★

OVERALL!
99%
YOU JUST HAVE TO HAVE THIS GAME!

This is where the game gets taken apart and rated on its graphics, sound, playability and lastability. Finally we give it an overall score. If the game scores over 90% it gets a coveted HUM DINGER award of excellence!

THINK YOU'RE HARD ENOUGH, DO YOU?

X-men mutant academy

PAGE 14

Those uncanny X-Men are everywhere at the moment, with the movie busting blocks at the cinema and games galore filling the shelves. We've got an exclusive review of the new Game Boy Color beat-'em-up, plus a run down on the movie phenomenon!



CONTENTS

Reviews

Every new Game Boy game reviewed and rated for you!

Perfect Dark

PAGE 18

The blockbuster Nintendo 64 game has got itself a little brother on Game Boy Color too! We take the game through its paces – you'll find our exclusive review over on page 18 along with some exciting screenshots too!

3 Pull-out Posters

Another three groovy posters for you to rip the paint off your bedroom wall with – this month we've got a lovely one of Joanna Dark from *Perfect Dark* and some X-Men scary faces! Those guys look mean!

Previews

the sneaky peek at future games around the corner!

See what's coming up on your Game Boy...

PAGE 10

Alfred's Adventure

PAGE 30

Alfred Chicken, star of the original NES, is back in a platform game that will set your fingers on fire!

Win! Win! Win!

PAGE 12

WETRIX GAMES! FLEXILIGHTS! WACKY RACES CUDDLY TOYS

Get in Touch!

If you want to write to us here at Total Game Boy Color, the address is...

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BH1 2JS



GAME BOY GOSSIP AT ITS BEST!

Digimon vs. Pokémon

LET THE BATTLE COMMENCE!

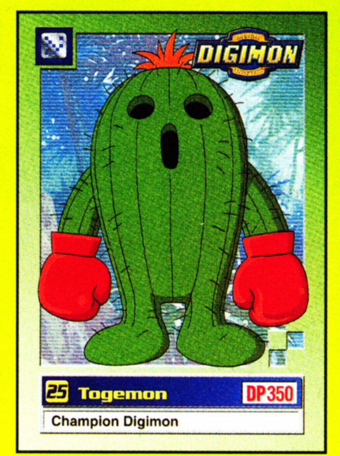
Pokémon is king, we all know that. Ash and his little podgy yellow friend stride the videogame, trading card and novelty leg warmer world like a colossus. However, will they be able to hold their own against the new pretenders, the crazy monsters known as Digimon?

Those of you who worship at the shrine of the Pokéball will already be yelling 'No! Never!' but the fact is that Digimon aren't new – Joe, Agumon and all their friends were big hits in Japan before Pikachu was even thought of. And with more realistic characters, world-threatening villains and monsters that can actually talk, it won't be long before Digimon make it spectacularly big over here too.

BIG IN ENGLAND!

Bandai has just released its new Digimon line of toys and trading cards. The first series of trading cards comprises 76 different exciting trades, with holographic special editions in each pack. They are also filled with great tips on how to train your own personal Digimon – Tamagotchi-style virtual pets that you really train up yourself, through battles with other Digimon and games. They are available now from all toy shops, good or otherwise, priced £1.99 a pack. New Digimon toys are also on the shelves, costing anywhere between £2.99 and £14.99. Most exciting of all, though, is the promise of the very first appearance of Digimon on the Game Boy Color! There are rumblings of this abroad, but as yet, no solid facts!

Don't worry if you're still hooked on Pikachu and co, though – there's a brand new line of Pokémon goodies available from Golden Bear Products, including a backpack, pyjama case and even a special Game Boy bag.





TOTAL GAME BOY COLOR CHARTS!

PIKACHU
:L6
21/ 21
It's super effective!

1	Pokémon Yellow	Nintendo
2	Tomb Raider	THQ
3	Pokémon Red	Nintendo
4	Pokémon Blue	Nintendo
5	Army Men	3DO
6	Driver	Infogrames
7	Wacky Races	Infogrames
8	UEFA 2000	Infogrames
6	Croc	THQ
10	Knockout Kings	THQ



Magical Vacation

Only one issue on after our Game Boy Advance scoop, we can announce (albeit tentatively) the first game to appear for the amazing new console. Brownie Brown, a new development company that is funded by Nintendo (named after a Scottish fairy that works while everyone else sleeps) describe *Magical Vacation* as a 'communication RPG'.

Where *Pokémon* taught gamers how to trade and battle with each other via cable link, this new title will 'facilitate the communication aspect much further' according to the official Nintendo corporation.

¥200 million (about £1.2 million) has been poured into the new company by Nintendo, so there are high hopes that *Magical Vacation* will exceed all our expectations. With The GBA's abilities to link up to the Internet, and for owners to speak to each other via video, the total communication aspect of the RPG is likely to blow our minds. Fingers crossed...

Chicken Run for your life!

We're still waiting for a game tie-in to materialise, but there are plenty of other toys on the shelves to accompany the hilarious new movie from Aardman animations. Golden Bear Products have created cuddly toys, talking toys and beanies of Rocky and pals. There's also the 'Poultry In Motion' toys – squeeze their hand and they talk to you while waddling!

If you've ever fancied having Mel Gibson or Julia Sawalha on your toy shelf, you're in luck. The new toys retail at anything from £4.99 for stick-on toys to £29.99 for the Poultry In Motion – well worth a look in your local toy shop!



JOY! JOY! JOYTECH!

Those videogame accessory geniuses at Joytech have just announced their latest range of gizmos and doohickeys for the Game Boy Color – all designed to make your gaming life just that little bit more entertaining and easy. Apart from these goodies, you can also get your hands on Sound Boxes, Spiro Lights and many other styles of Light Magnifiers, Link Cables and Carry Cases. And they're all in the shops NOW!

LIGHT & SOUND PACK

PRICE: £14.99

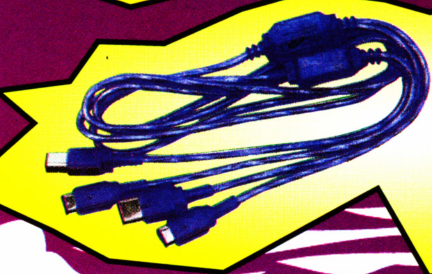
This crucial compendium of add-ons includes a Light Magnifier, incorporating twin speakers for better quality sound. It also allows you to play in the dark! With this pack you also get a rechargeable battery pack and mains adaptor, not to mention a click-on joystick allowing you extra control in every game.



POCKET POUCH & CARRY CASE

PRICE: £4.99 & £6.99

Do you get tired of carrying round that Game Boy all day? It's one thing to have to lug that around, but what if you want to keep your link cable, light magnifier and games with you too? These carriers not only let you do this with ease, they protect your Game Boy from scratches and spillages too. Plus, they look really rather stylish.



MULTI-LINK CABLE

PRICE: £4.99

This 1.8 metre long multi-link cable does a whole load more than let you play against a friend – you can now swap information, help in adventures and battle against enemies together, whether the other console is a Pocket, Color or normal Game Boy.

ROCK & ROLL WITH KIRBY!



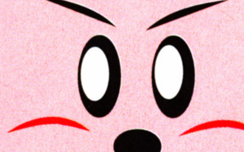
The brand new Kirby game will revolutionise hand-held technology by featuring a special cartridge using airbag technology, Nintendo has revealed. *Kirby's Tilt 'n' Tumble* sees the loveable little pink blob travelling around Dream Land to collect all the stars that have been stolen out of the night sky. While he's about doing this you will be able to explore dozens of challenging levels, including secret areas, multiple routes, mini-games and loads of nasty enemies!



SHAKE RATTLE!

But that's not why it's got us all excited! *Kirby's Tilt 'n' Tumble* will be the first ever motion-sensitive gamepak. Thanks to the built-in Tilt sensor, you'll be able to literally roll Kirby around in all directions by tilting your Game Boy front and back, and side to side. A shake of the Game Boy will power Kirby up, and snapping it will make the little fellow jump.

With plans to continue the new technology for the Game Boy Advance, this is one move that will get you visibly excited. Let's just hope they provide a wormlight or something to allow you to see the screen while you're tilting away!





STAR STRUCK

Details and rumours are starting to build in advance of the massive Nintendo Spaceworld show next month in Japan. Although it is probably too much to expect playable next-generation games at the show, a lot of news about the upcoming consoles is expected, including the Dolphin's official name.

According to Nintendo Sweden the new console will be called Star Cube and will feature Internet access on a highway called Star Road. This rumour has been around for a little while, but it seems more and more likely that this is indeed the name of the machine we've all been waiting for. Although no-one is sure what the console will look like, the details are fairly clear that this is going to be one extremely awesome console. We can't wait to try it out...

Many developers are starting to pledge support to the console even though most still have not received full development tools, and the list of games is rising at an incredible rate. Here are the games we think you will almost definitely see on a Nintendo console coming your way very soon!

Is the future looking starry for Nintendo? Find out soon!

Title Defence Boxing .... Climax
Stunt Driver .... Climax
Picassio .... Promethean Designs
Rainbow Six: Urban Operations .... Saffire
Young Olympians .... Saffire
Robocop .... Titus
Army Men 3DO
1080° 2 .... Nintendo
Batman .... Ubi Soft
Dinosaur .... Ubi Soft
Donald Duck .... Ubi Soft
Donkey Kong .... Rare
Evil Twin .... Ubi Soft
Harry Potter .... Nintendo
HBO Boxing .... Acclaim
John Madden .... Electronic Arts
Lufia 3 .... Natsume
Mario Game .... Nintendo
Zelda Game .... Nintendo
Communication Game .... Nintendo
After Dark .... Rare
NBA Hangtime .... Midway
NFL Blitz .... Midway
Outcast 2 .... Infogrames
Pokémon Game .... Nintendo
Thornado .... Factor 5
Tarzan .... Ubi Soft
Turok Game .... Acclaim
VIP .... Ubi Soft
Tour De France .... Konami
Rayman 3 .... Ubi Soft
Star Wars Game .... LucasArts



Spiderman

One thing's for sure about the hero in this new Marvel comic game from Activision – he does whatever a spider can! Peter Parker is back in action once again as the wall hugging Spiderman in a brand new platform game for the Game Boy Color. Okay, so it's a platform game and we've all got plenty of those in our game collection, but Activision has done a good job on this one with loads of great Marvel enemies for Spidey to fight against and some great web-swinging action to be had. We'll bring you more news on this great new game as soon as we receive it – until then, check out these great screenshots!







The Little Mermaid II: Pinball Frenzy

Your Game Boy Color is going to rock to this new Disney game – because it's got a Rumble Pak built into it. Every time the table jolts, the game pak jolts with it – cool! It stars Melody, Ariel's daughter, and is packed full of pinball fun and games. Each character has their own pinball table with Little Mermaid favourites such as Sebastian and Flounder making an appearance. To top it all off, there are even video sequences – a feature that is becoming more popular on Game Boy Color games.



Kirby Tilt 'n' Tumble

We've already told you about the amazing control method built into this game in the news this issue – you have to tilt your entire Game Boy to make the little pink blob move around! But what does the game look like? Well Nintendo has created a great looking adventure for its sideline star. Poor Kirby never quite hit the big time like Mario or Yoshi, but when he does get a game of his own, it's guaranteed to be a cracker!

This game is all about rolling Kirby from place to place – take a look...



Alice in Wonderland

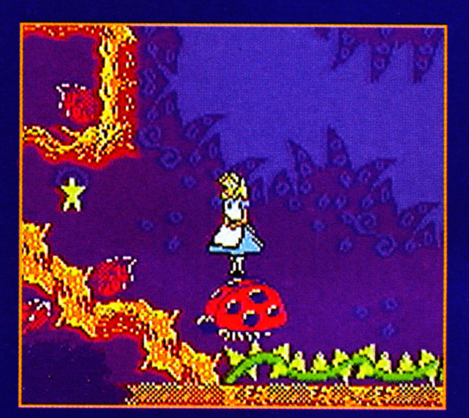
Curiouser and couriouser – *Alice in Wonderland*, the Lewis Carroll classic, has been turned into an enchanting game for your Game Boy, though this version is based on the Walt Disney interpretation of the book. All your favourite characters make an appearance in the adventure, which has elements of platform game, role-playing and storytelling.

You'll meet Tweedledum and Tweedledee, the March Hare, Caterpillar and Bill the Lizard as Alice goes from place to place – and Alice can grow or shrink by simply touching the mushrooms around each level. An extra cool element to this new game is Alice's Art Gallery – you can arrange objects, characters and backgrounds from the Disney film and then print them out to a Game Boy printer for colouring in! Sounds like fun!





FROM? DISNEY WHEN? OCTOBER







Buffy The Vampire Slayer

Play the lead role in your very own Buffy the Vampire Slayer episode while sitting on the bus... that's how THQ is planning to market this Buffy game! Buffy and her mates are looking forward to some relaxation as their classes are postponed during Sunnydale's Multicultural Week celebrations. The trouble is that demons are coming to stay in Sunnydale too and there's one thing standing in the way of their evil plans – the Slayer!

You take on the role of Buffy and must slay your way through 13 levels including the Sunnydale Mall, the cemetery and Buffy's dorm room where you'll meet all the characters from the hit TV series including Willow, Xander, Giles, Cordelia and Anya! Of course, Buffy will get to use all her famous vampire-fighting moves from the show too. We just can't wait!



FROM? THQ WHEN? NOVEMBER



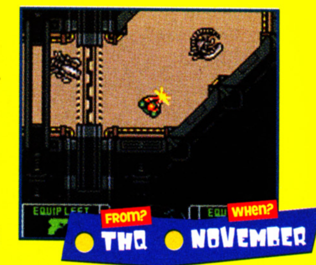




Aliens: Thanatos Encounter

With more than 12 levels packed into this game and five marines to select, plus hundreds of alien enemy types including drones, chest bursters and face-huggers, this is one *Alien* game you're not going to forget in a hurry!

You must join the elite marine battalion who are about to embark on a mission to rescue survivors from the freighter, Thanatos. The *Alien* movie feel is captured perfectly using cinematic cut-scenes and all the wicked weaponry from the movies is here too, with 12 weapons including grenade launchers, flame-throwers and power loaders. This is going to be one mean game!



FROM? THQ WHEN? NOVEMBER



WIN! WIN! WIN!

HAYELP!

Now that the *Wacky Races* game has exploded onto the Game Boy Color, there's plenty of stuff in the shops connected with the rowdy racers for you to get your hands on. There's a reasonably cuddly Muttley toy (but no sign of Dick Dastardly – who'd cuddle him?) and even pencil toppers, in the shape of Penelope Pitstop, Dastardly and Muttley and the Slag Brothers. We've been given four fluffy Muttleys and a whole host of miniatures to give away. Four first prizewinners will get the whole set, with eight almost-as-lucky runners up receiving pencil toppers. Simply answer this question and make sure you send it to us before 5 October marked 'Hayelp Compo'!

WHAT WAS THE NAME OF DASTARDLY AND MUTTLEY'S OTHER CARTOON CAPER?

A. CATCH THE PIGEON
B. CHASE THE BUNNY
C. PERSECUTE THE STOAT

BLAZE LIGHT

Blaze, that master of video console accessories, has just introduced its new line in Game Boy gizmos – the Flexi Light. These little doohickeys plug into the extension port and help you to see all the action on your Game Boy screen, no matter how dark it is. They're ideal for playing *Pokémon* under the duvet, or having a quick bash at *Tetris* while camping out in the middle of a haunted wood at Halloween. If you like that kind of thing. They retail at £4.99 at any super videogames store, but we've got 25 to give away to you lucky people. All you have to do is send in your designs for brand new Game Boy gizmos of your own. If they're good enough, we may even send them on to the folks at Blaze to develop! Send your entries (no later than 5 October) marked 'Blaze Compo'.

WETRIX POETRY

We've got five copies of the brand new *Wetrix* game for the Game Boy Color to give away to you lucky readers. If you want to get your hands on this new release, all you have to do is finish off this moist limerick (add the remaining two lines in the wildest and wackiest way possible) and send your entries into the given address by 5 October marked 'My Wetrix Poem'.

I ONCE MET A STRANGE KIND OF SWIMMER,
COMPARED TO THE REST HE'S MUCH DIMMER.
HE SWIMS IN HOT SOUP...

COMPETITION ADDRESS
TOTAL GAME BOY COLOR
PARAGON PUBLISHING
ST PETER'S ROAD
BOURNEMOUTH
BH1 2JS

WON! WON! WON!

HAVE YOU BEEN A LUCKY WINNER IN ONE OF THE TOTAL GAME BOY COLOR COMPETITIONS? FIND OUT ON THIS PAGE AND REJOICE!

We asked you all to send in your funniest rib-ticklers in return for the greatest gag winning all kinds of *Rayman* stuff. The winner is **Kirsty Price** from Burton-On-Trent who gets a brand new Game Boy Color, Printer and Camera along with a copy of Rayman and a T-shirt, but honourable mentions go to **Neil Gracey** from Worthing, **Robbie Hugill** from Catwick, **Alex Talbot** of Kent and **Ben Spall** from Shaftesbury. Thanks guys!

WHERE DOES A BABY MONKEY SLEEP? IN AN APRICOT!

WHAT'S YELLOW AND STUPID? THICK CUSTARD!

STAR JOKE
WHAT DID THE EARWIG SAY AS HE FELL OFF THE WALL? 'EARWIG GO AGAIN!'

'IT'S ALL COMING BACK TO ME NOW!'

WHAT DID THE SKUNK SAY WHEN THE WIND CHANGED DIRECTION?

HOW DO YOU CATCH A SQUIRREL? CLIMB UP A TREE AND ACT LIKE A NUT!

WHY DID THE YOUNG GHOUL MEASURE HIMSELF AGAINST THE WALL? TO SEE IF HE'D GRUESOME!

BLAZE

The Blaze goodies award for wackiest postcard goes to... **Nicholas Johnston** from Scarborough. He wins a box full of Game Boy gadgets.

OFFICIAL POKEMON BOOK

The ten lucky soon-to-be owners of the Prima Guide To Pokémon Red and Blue, thanks to our compo in issue eight, are...
Sean Greasley, Thringstone; Jonathon Barton, London; Jeremy Hawksworth, Warrington; Matthew Kitchen, Doncaster; Christopher Limb, Devon; Martin Bruce, Aberdeen; Bradley Midda, Essex; Gundeep Singh Sekhen, Scunthorpe; Steven Baldwin, East Peckham; Stephanie Beer, Rotherham.

I WANNA WATCH!

Of course Pikachu is the little yellow fellow's name! The fifteen winners of our cool Pokémon watch competition from issue five are...
James Stacey, Southampton; Elizabeth, London; Karen Broom, Ross-On-Wye; Lily Richards, Dudley; Grace Cheetham, Rickmansworth; Georgina Robinson, Wandon; Mark Whiteside, Middleton; Christopher Jones, Halesowen; Jason Harris, Chellaston; Sam O'Connor, Maidenhead; Natalie Shreeve, Grimsby; Craig Price, Bedworth; Josef Spence, Welford-On-Avon; S. Byton, Cambridge; Gina Ko, Bristol.

GIVE ME MY GAME BOY!

After much sifting through the evidence, we can reveal the winners of our Pokémon Power compo. First prize of a customised Pikachu Game Boy Color goes to **Samuel Prescott** of Kent, who was fully aware that there are 151 Pokémon.
Second prize of a copy of *Pokémon Yellow* goes to **Jake Hartin** from Gloucester and runner up is six-year-old Luke Organ from Bristol – he gets an answering Pikachu. Well done!

METAL GEAR SOLID

Ten very happy winners knew the answer was Solid Snake and get a copy of the game, a T-shirt, dog tags and a poster, whilst a whopping forty runners up are awaiting their *Metal Gear Solid* T-shirts from our competition in issue nine...

WINNERS
Richard Bell, Norfolk ; Zafar Shan, Middlesbrough ; Jonathan Lawrence, Ashby De La Zouch; Hun Lee, High Wycombe; Laura Jones, Poplar ; J. F. Fay, Oldham; Rebecca Craft, Sussex ; David Roe, Coedpoeth; Mark McCallum, Belfast; K. Peters, Kent.

RUNNERS-UP
Kris Milton, Swannage; Shaun Bunford, Nailsea; Chris Thomas, Porthcawl; Jonathon Martin, Chalfont St. Peter; Kieran Davies, Conway; Andrew Dare, Evesham; Tom Lawson, Newbury; David Gough, Leicester; David Mortimer, Derby; Martin Pollock, Co. Down; N Craft, Littlehampton; Rob Craft, Littlehampton; Lee Hetherington, Winlaton; John Fay, Lees; Ryan Carson, Peckham; Ryan Ashe, Kinsealy; Thomas Albone, Selby; Drew Hanson, Acomb; Stuart Clarke, Slaley; Nicholas Laidlaw, Inverness; F. Fay, Springhead; T. Hawksorth, Ballymena; Robert Hughes, Norwich; Mark Vinnicombe, Newcastle; Lloyd Giddins, Fordingbridge; Jonathon Dias, Acton; Alan Shields, Hull; Tommy Cockles, Stockport; Remell Turner, East Ham; Wai Hung, High Wycombe; S. Bell, Stalham; Sean Griffiths, Cefn Mawr; Richard Barcock, Fleetwood; D. Gamble, Mansfield; Martin Evans, Wilmslow; Thomas Sturgess, Rothwell; Jordan Gillam, Corbridge; Darren Doyle, Bray; Stephen Rowlington, Belvedere; Matthew Vyner, Horsham.



ninfo!

How much?	£24.99
From who?	Activision
Whenz it out?	Out now
Kind of Game?	Beat-'em-up



QUICK TIP! If you're a novice at the game, it's really best to start out as a vicious fighting machine like Sabretooth – smaller fighters such as Toad take greater skill to achieve total victory with.

X-Men Mutant Academy!

The children of the atom go head to head in battles around the world!

In the forty years since Marvel first unveiled its mysterious *Uncanny X-Men, the Children of the Atom*, the mutants have never been so popular. With the brand new movie out in cinemas and the comic books going from strength to strength, it's time for another barrage of X-Men videogames. But is *X-Men: Mutant Academy* worthy of the name?

Time for an X-Scrap!

This new Game Boy Color title is unfortunately not the game of the film, but a beat-'em-up containing characters from the comic books. Other X-Men games have also employed this tried and tested fighting format, and Wolverine, Cyclops, Storm and the rest have even pitted their wits and powers against StreetFighter characters.

"SABRETOOTH, YOU HAVE PROVEN YOURSELF A VERY POWERFUL MUTANT. NOW DESTROY THE X-MEN."

Play an evil character and Magneto controls your every move.

Which begs the question: why bother releasing yet another X-Men fighting game?

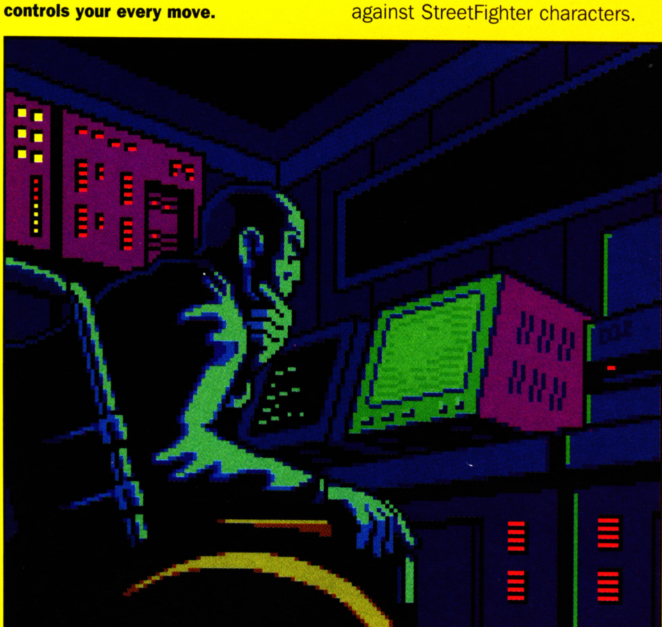
Unfortunately, there are few surprises on offer, from the moment you slip in the cartridge and turn it on. The Options menu allows you to vaguely fine-tune the difficulty and length of any round of aimless bashing, and you are given the choice between Survival mode, Battle mode and Story mode. In the Story mode you fight your friends and then your enemies, and every few scraps you will see a nice picture. Supposedly, you are travelling round the world, fighting in cities and locales (admittedly well rendered) as far flung as Antarctica, Egypt and. London.

When you've fought all the heroes and villains, you are rewarded with an extra character, but if you choose someone like Wolverine or Sabretooth, this is not really a challenge to get your weird mutated teeth into. Similarly, the only way that the Battle and Survival modes differentiate between each

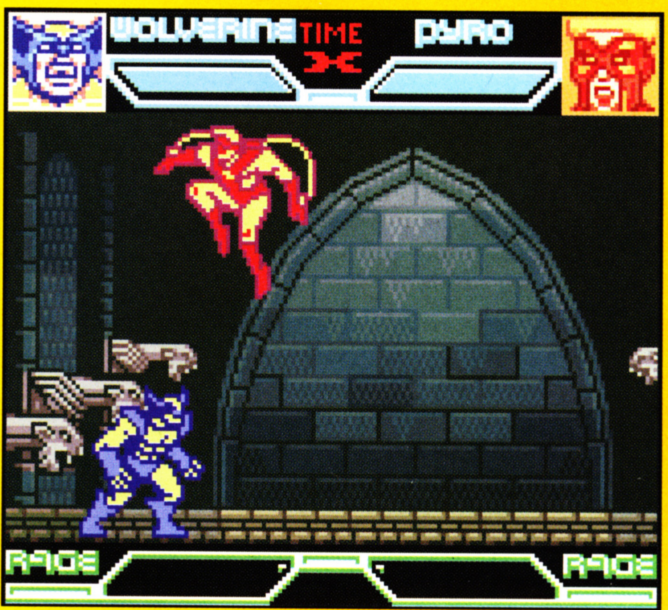


Reviewed by Jem

Pyro and Pyro getting on like a sheep on fire.



Forget the mission, Professor X never misses *Ground Force*.



Once you've beaten all your pals, it's time to take on the might of Magneto.

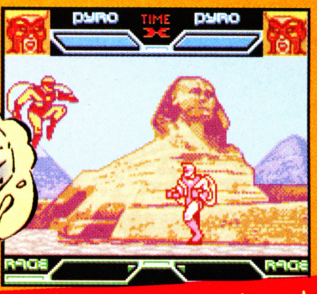


Fancy a cup of tea? Coz Storm's a-brewing. Ha ha!

THE X-FILES



The Uncanny X-Men were first introduced to a frightened and confused world back in 1963 by Marvel genius Stan Lee and artist Jack Kirby. The original team consisted of Beast, Angel, Cyclops, Iceman and Marvel Girl – five innocent teenagers with the X gene that gave them superhuman powers, making them mutants. Feared and hated by the human race, it was left to Professor Charles Xavier, a powerful telepath with the most developed brain on the planet, to take them in and teach them to use their powers in the hope that one day they can live in harmony. This would all be fine and dandy if his old mate Magneto didn't turn up with his plans to wipe out all the normal people who have treated him like an outcast. As older members died out, disappeared or moved on, famous faces such as Wolverine, Storm and Rogue joined Professor X's team, always vowing to use their powers for good.

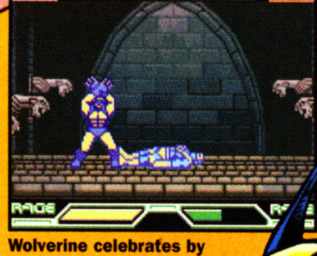




"Fans of the movie, the comic book or the cartoon will love taking on the role of their favourite mutant, even though the choice is limited!"



Two Cylopses fighting – a Bicyclops if you will.



Wolverine celebrates by doing the Timewarp.



Cyclops and Wolverine mucking around in a crypt. What fun.



other is in the order of rounds. You have the option to take on just a few enemies in Battle mode, and Survival mode sees you carrying on from one mutant to the next for victory or early death.

MASHED UP MUTANTS

If *X-Men: Mutant Academy* does well in any quarter, it's in the quality of each character, and their fighting modes. Wolverine has his Adamantium claws to slash away with, Cyclops his laser beam and Storm the requisite amount of lightening balls. Fans of the movie, the comic book or the cartoon will love taking on the role of their favourite mutant, even though the choice is limited to-Wolverine, Storm, Cyclops, Magneto, Toad, Gambit, Sabretooth, Mystique and Pyro, with the two hidden characters available after completing the Story mode. Perhaps the PlayStation version of the game, released at the same

2ND OPINION!

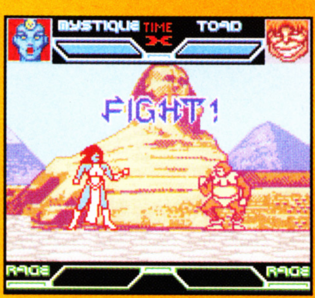
X-CITING OR WHAT?

Have you been worked up by all the hype surrounding the X-Men movie release? If you have then you'll no doubt want to rush out and buy *X-Men: Mutant Academy* on the Game Boy Color. But wait! Think first – take away all the X-Men glitz and what are you left with? Nothing but a slightly dodgy fighting game with nothing out of the ordinary. The graphics are mediocre, the gameplay is simplistic and you'll complete it in no time!

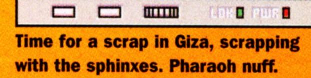
NICK



Beauty vs. The Beast. And Beauty is bound to lose.



Toad Vs Mystique – a well-matched fight, but not looks-wise.



Time for a scrap in Giza, scrapping with the sphinxes. Pharaoh nuff.

OO... I'M RILED!

Mystique tries to confuse the enemy with a Basil Fawlty impression.

time, will make sense of the whole 'Academy' concept, but unfortunately this little game is simply a functional fighting title.

An impressive feature is the ability to play against a pal (with a game-link and another copy of the game, naturally) so they can play the forces of evil and you the forces of good, or vice versa. There is also (as the game is called *Mutant Academy*) the chance to learn all the moves in the Training mode. However, when you get right down to it, this game is just about facing in the general direction of the foe and pressing A a lot. This is really only for beat-'em-up freaks and X-Men fanatics. Let's hope that a movie tie-in game is coming soon, because this game isn't X-actly X-citing!

Jem







X-MEN: THE MOVIE

TRUST A FEW... FEAR THE REST!



The world's most powerful mutant telepath, Professor X, has gathered around him mutants from across the globe. These are the X-Men, a group of innocent youths carrying the X-gene, giving them superhuman powers. Under his guidance and tutelage they seek to understand their special powers and use them to make the world a place where humans and mutants can live together in peace.

Standing in their way is the menacing figure of Xavier's former partner, Erik Lehnsherr, The Master of Magnetism known as Magneto. Since escaping from a concentration camp as a child, he has sworn to have revenge on the non-mutant society, and backed up by his brotherhood of evil mutants, Magneto has created a device with the ability to transform everyone on Earth into mutants.

Caught in the crossfire are the X-Men Rogue and Wolverine, two mutants haunted by their pasts. One of them is the key to Magneto's master plan while the other is the savage force needed to stop Magneto's vile plot against humanity.

So runs the plot for this summer's block-busting-into-tiny-pieces movie X-Men, which took an amazing $57.5 million in its first weekend in the States on ticket sales alone. And that's no surprise, considering it's directed by Bryan Singer (The Usual Suspects, Apt Pupil) and stars not just great popcorn-type actors like Halle Berry and Ray Park, but great Oscar winning or nominated thesps such as Sir Ian McKellen, Anna Paquin and Patrick Stewart as Professor Xavier. With a more stylish, adult look than most live-action cartoons, this is a rare event – an action movie with more to it than explosions and one-liners. Can't wait for the tie-in videogame – if there is one!



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Reviewed by RUSS



THE PERFECT PORTABLE GAME IS ABOUT TO ARRIVE... YOU DON'T WANT TO MISS THIS!

PERFECT DARK

Hum Dinger! The Game Boy Colour Test-o-meter!

nINFO!

How much?	£24.99
From who?	Nintendo
Whenz it out?	September
Kind of Game?	Action



QUICK TIP!

Take your time and search everywhere to find hidden weapons and extra ammunition. You'll also want to check the bodies of any guards you kill to find key cards and more bullets.



GoldenEye on the N64 made big news and has been voted as game of the millennium by many gamesplayers. A little while ago, Rare released the N64 sequel to the massive shooter and now the portable version is about to make its glorious debut. *Perfect Dark* on the N64 is just amazing and the miniaturised version will also leave your jaw scraping the floor. It's a guaranteed hit if ever we saw one!



PERFECT CART

Rare has really pulled out all the stops to make this an essential purchase for Game Boy owners. Included is a Rumble Pak, IR port connectability, Game Link Deathmatch mode and Transfer Pak compatibility for swapping information with the N64 version. The IR port is used for swapping multiplayer maps with friends and the Transfer pak will allow you to access a multitude of the hardest cheats in the N64 version including all guns and cloaking devices.

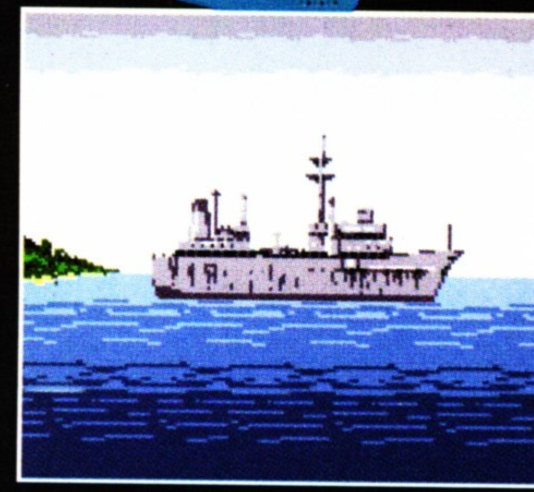
This is not just a game on its own – you can also play death match battles against a friend using the Game Boy link cable. In total there are over 20 different types of multiplayer games including timed challenges, capture the flag, air hockey, defence and counterforce – you will be playing this game for ages!



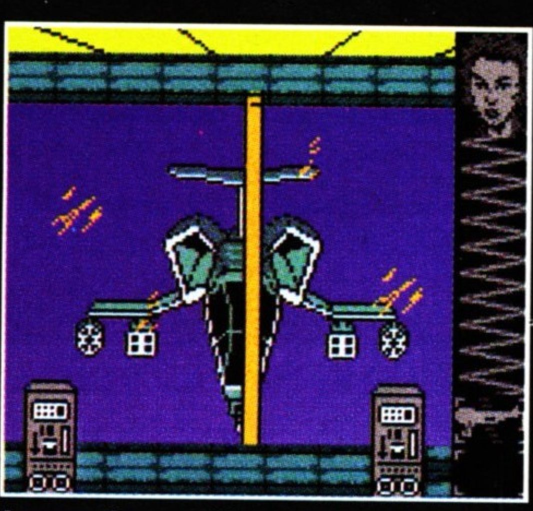




Don't shoot! I give up! Look... I've even got a white flag!



Row row row your ship, gently down the stream, merrily merrily merrily...



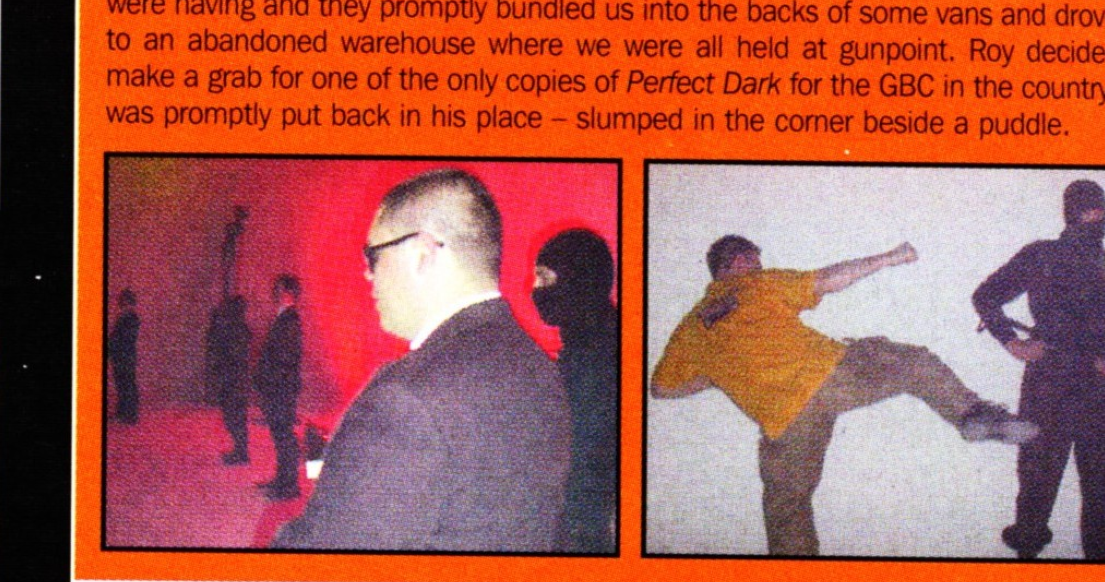
Joanna faces off against the world's thinnest fighter aircraft...



Halt! Who goes there? Phwor... you're a bit of all right – pass, babe!

The Launch

The launch for *Perfect Dark* was a mysterious affair with a cocktails-style reception at a top London Hotel. Unfortunately, it wasn't long before news got out what fun we were having and they promptly bundled us into the backs of some vans and drove us to an abandoned warehouse where we were all held at gunpoint. Roy decided to make a grab for one of the only copies of *Perfect Dark* for the GBC in the country but was promptly put back in his place – slumped in the corner beside a puddle.



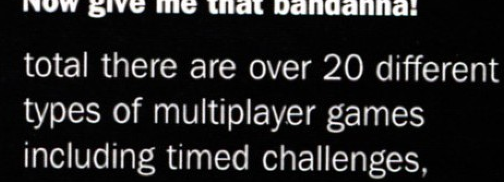


Joanna strikes a pose. That girl certainly looks good!



D'you think this camouflage gear suits me? I'm not sure green's my colour!

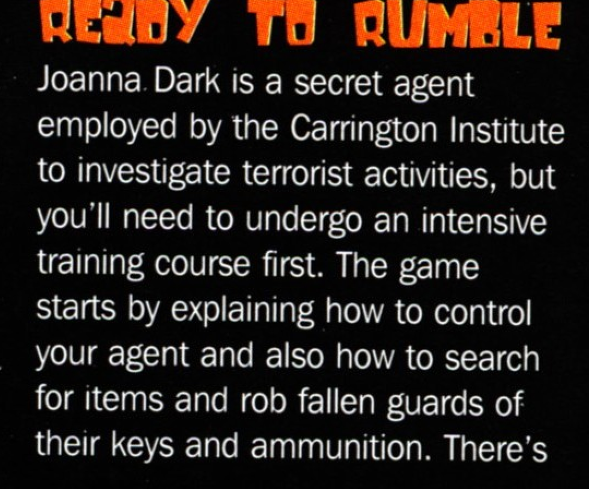




A-haa, got you cornered sunshine. Now give me that bandanna!



Just when Jo thinks she's got a handle on things... another Joanna appears!



READY TO RUMBLE

Joanna Dark is a secret agent employed by the Carrington Institute to investigate terrorist activities, but you'll need to undergo an intensive training course first. The game starts by explaining how to control your agent and also how to search for items and rob fallen guards of their keys and ammunition. There's

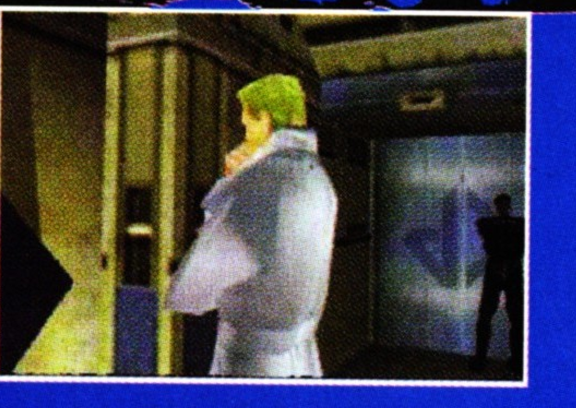
BIG BROTHER

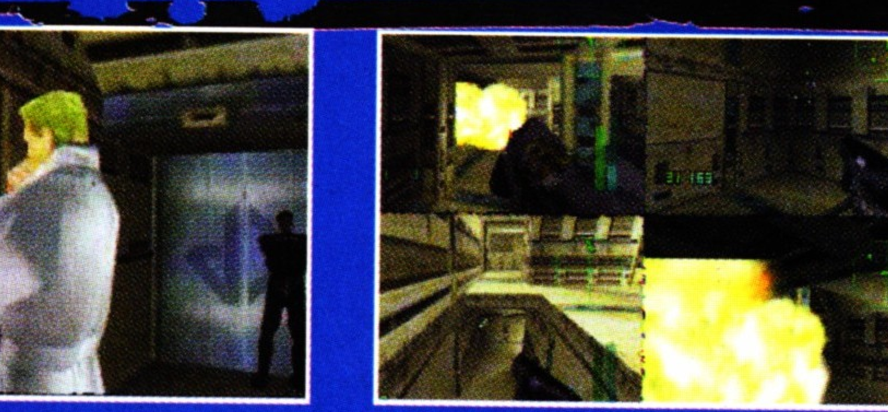
The N64 version of *Perfect Dark* is just a class above all the other console shoot-'em-ups and is performing very well in the videogame charts. If you haven't had a chance to see this game in action, then here are a few screens to show you what you're missing. To briefly sum up: it's the greatest game in the history of the Universe... ever!



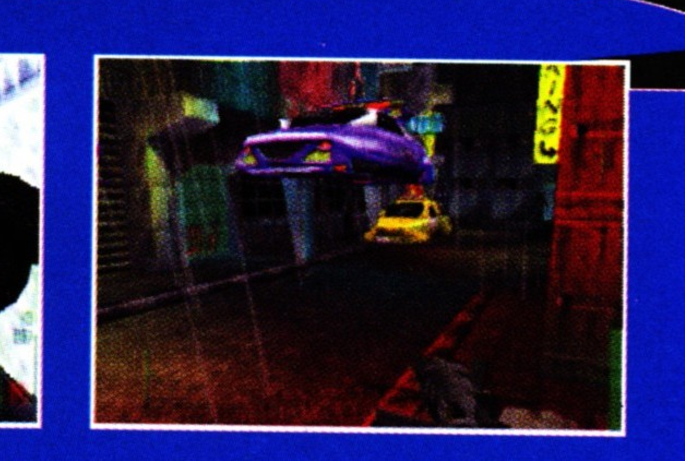














The initial designs for the enemy were a little two-dimensional...

Your mission here, Joanna, is to do the washing up (just kidding).

"Perfect Dark is an outstanding cartridge that outshines almost everything we've seen on the Game Boy Color!"

a shooting gallery to improve your sharp shooting skills and a wide range of additional features, which can be opened by completing the training course. The game has seven solo missions with a number of sub-quests which will take some time to get through and completing certain tasks will also open a range of other features including Sniper mode, Jungle Race and a movie-player.

Sounds amazing

With the amount of amazing playable code on the cartridge, it is a wonder that there is any room left for sound and other important game elements, but they are here and in full effect too. The Game Boy

Body Painting

Unfortunately we had to wait for too long for our *Perfect Dark* cartridges to arrive, so we headed out into the woods for a spot of paintballing. A team of developers from Pure showed up to take us on, but the might of *Perfect Dark* experience saw us romp away with a convincing victory. A few bruises later and everyone was well and truly satisfied!

Thanks to HotShotz for letting us loose in their vast area of forest up near Newbury. If you fancy playing, log on to the Web site at www.paintball.co.uk for more details.

Come on over to my place. Hey you, we're having a Wimpy...

2nd Opinion!

This game is good!

This game is really, really, really good. Really. No, really! Don't take my word for it though... go and play it! You'll soon see how really good it is. Really. Really really. It's so good that it warps your brain! In fact I'm just off for a lie down now. Really.

ROY

actually speaks to you and it made us all jump when we realised that this sound was being produced by our tiny hand-helds. The sound effects are awesome and there is even some full motion video in small sections, which is brilliant. All wrapped up, *Perfect Dark* is an outstanding cartridge that outshines almost everything we've seen on a Game Boy Color. If this game was a car, it'd be a Ferrari 440. If it was a girl, it'd be Sarah Michelle Gellar. If it was a burger, it'd be a half-pounder with extra cheese. If... you get the idea!

RUSS



Make sure you don't blow up any important machinery there, Jo!

Total Game Boy Color — Test your Strength!

Graphics! So very nearly perfect! ★★★★☆

Sound! Your Game Boy speaks! ★★★☆☆

Playability! It doesn't get any better! ★★★★☆

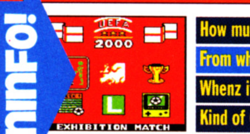
Lastability! More, more, more – oh yes! ★★★☆☆

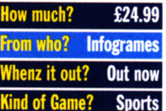
Hum Dinger

Wimp! – Weakling! – Butch! – He-man!

Overall! 98%

The perfect portable game!





How much? £24.99
From who? Infogrames
Whenz it out? Out now
Kind of Game? Sports



UEFA 2000

GET YOUR KICKS ON THE PITCH!



The pass was too strong for Rio Ferninand and it goes out for a throw.



Redknapp tries to keep the ball in. The player animation is great.



What a great goal from Shearer, volleying it in at the far post.

After watching England's dismal exit from Euro 2000, you may have felt that you could do better yourself. Well now's your chance. Featuring all 51 European national teams, *UEFA 2000* lets you play a full European tournament (as well as custom leagues and cups). You can even play the qualifying groups if you want, or go straight to the finals. Either way, it's an enjoyable challenge.

The first thing you'll notice about the game is the astonishing inclusion of detailed photos of the England squad in action. The high level of polish extends to the easy-to-use menus used for altering your team line-up and tactics. Whichever side you eventually pick, you get a squad of 22 real players with full statistics for various abilities.

After viewing the rival squad, you may want to change your tactics. For an arcade game, the selection here is mighty impressive (almost on a par with *O'Leary Manager* reviewed on the next page) – you get a choice of 16 formations, three attacking settings and three winger options.

Reviewed by PHIL



Bad luck! T0he CPU goalie gathers the ball, ready to throw or kick out.

KICK OFF!

Nevermind managerial options, though, where this game really excels is on the field. The side-view scrolling pitch with impressively animated players is in a different league to *O'Leary*. Even better is the superb control system: although easy to pick up, it gives you access to plenty of different skills including power shots (with aftertouch for swerve), headers (power and diving), crosses and volleys. With practice you can even do one-twos and first time shots to score great goals – it's just a shame there are no action replays.

The icing on the cake is the realistic way the ball bounces and deflects off players. When defending, unlike in *O'Leary*, there are very few occasions when you have no players on-screen, so it's easy to get control of the nearest player (automatic selection) and get in tackles (standing or sliding).

At the end of the day, *UEFA 2000* is skilful, great fun and utterly addictive. What an excellent game!

PHIL



As well as changing formation and tactics, you can rearrange the team.



The main match menu permits access to all the tactical options.

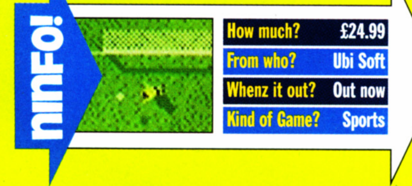


What a lovely picture! There are quite a few nice England photos to see.





Pick your team, then choose from a vast array of formations and tactics.



How much? £24.99
From who? Ubi Soft
Whenz it out? Out now
Kind of Game? Sports

O'Lea… mana…

BE A PLAYER, A MANAGER OR BOTH!

This game lets you play on the field, manage the team or do both, should you wish. However, the simple overhead-view action neither looks nor plays as well as the excellent *UEFA 2000*, although it serves well enough for match highlights.

The Full Manager mode offers an absorbing challenge. You can take charge of any club in the top two divisions of the English, Italian, French, Spanish, Dutch or German league.

Detailed management options let you do more than just pick the team. You can set training regimes and the wrong choice can have a negative effect on players! Tactically there's a choice of nine formations,



Liverpool are winning the Merseyside derby. Come on the Toffees!



When selling players on the transfer market, don't accept the first offer you get – it'll usually be paltry, so hold out for more cash, even if you don't quite get the asking price.


The overhead-view arcade action is simplistic and a bit annoying.


The goalie dives and makes a great save. It can be tricky to score.



The arcade view doubles as match highlights.



The Manager Match screen has all the information you need.



Hey, what's the goalie doing? Surely the striker must score from there?

five attacking settings, five playing styles, and four aggression settings.

The transfer market encompasses all Europe, but looking for the right player is made easier by the excellent search engine which lets you choose a value range and skills.

Forget the Arcade mode (if you want action, better go for *UEFA*) but for detailed, absorbing management, this is definitely the game to get.
PHIL


Talk about a muddy pitch – this one looks like a boggy marsh!



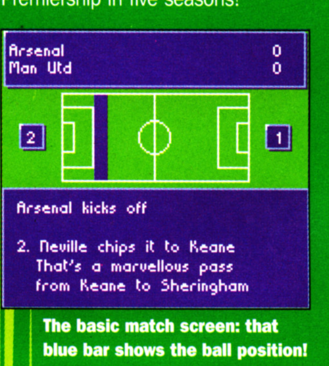
NINFO!	
How much?	£24.99
From who?	Acclaim
Whenz it out?	Out now
Kind of Game?	Sports



soccer manager

Boring, boring Arsenal!

Unlike *O'Leary*, this is a pure management game. Instead of the chance to manage glamourous foreign clubs, you can take charge of any of the 92 English League sides. Depending on the skill level, you're given a challenge, such as getting Bournemouth promoted to the Premiership in five seasons!

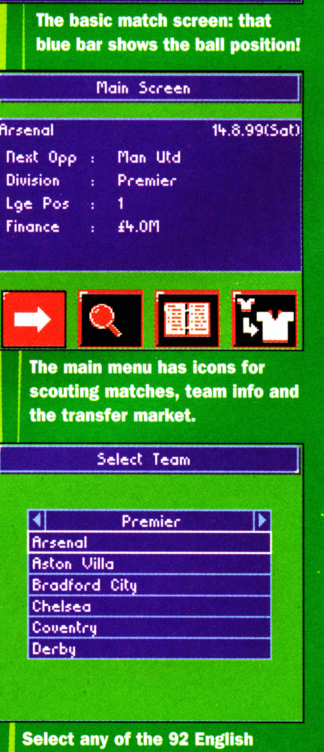


The basic match screen: that blue bar shows the ball position!

Before each match, you can pick your team (only a single skill stat is shown for each player), watch other games and enter the transfer market – although there never seem to be any decent players available. The managerial options aren't a patch on *O'Leary* and neither is the match 'action'. Accompanying a text commentary is a pitch diagram with a bar showing the vague location of the ball. It's okay, but is a bit like watching paint dry.

You can interrupt the match to change tactics (only six formations and three other settings) or make substitutions, but compared to *O'Leary*, it's very basic and limited.
PHIL

Reviewed by PHIL



The main menu has icons for scouting matches, team info and the transfer market.

Select any of the 92 English league teams – come on Chester!



NINFO!



How much?	£24.99
From who?	Crave Ent
Whenz it out?	Out now
Kind of Game?	Platform



QUICK TIP!

You've got plenty of bullets at your disposal – take your time and aim at your enemies from a safe place. These Men In Black can die at the slightest touch, so beware.

MIB2: THE SERIES

BACK IN BLACK, AND BUSTING SOME ALIEN HIDE!

Agents J and K (from the animated series, not Will Smith and Tommy Lee Jones) are back. As the Men In Black, they're here to clean up New York City and send all the alien slime back to where they came from. But who gives a stuff?

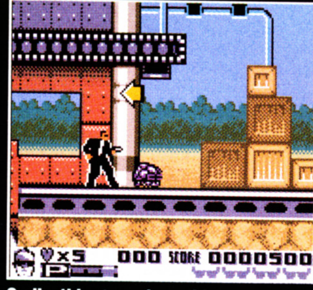
BLACK: THIS SEASON'S BROWN

Not us after playing this abysmal platformer, that's for sure. The designers of this new *Men In Black* title seem to have looked at all the worst platform games ever and said to themselves, 'Hey, we could nick these ideas – and make them worse'. As you leapfrog your way mindlessly from platform to platform, it's a dizzying trip, but only because the screen doesn't stay still for a second.

JUMP, SHOOT, GIVE UP

The pull of eight-player action sounds great, until you realise it just means taking a turn each at meandering around the levels, effectively giving you forty lives instead of five. You will need these as well, because *Men In Black 2* is a hard game. It doesn't so much offer you a great challenge as just make the entire adventure annoyingly difficult right from the start, with instant death if you so much as touch a clone agent. Every one of the eight (not exactly dissimilar) levels, whether you play J or K (makes no difference, they look and act exactly the same) is just the same old round of scrolling boredom, filled with spikes, gaps, lifts, locked doors... you get the idea. If this is what saving the world is like, let the aliens take over.

Jem



Sadly, this game is nothing more than an average platformer!



2nd OPINION!

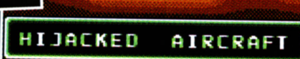
WHERE'S WILL SMITH?

After overcoming my initial disappointment that the lovely Will Smith fails to feature in this game, I was even more disappointed once the action started. If you're a fan of platformers, you might enjoy this for a while, but it's pretty tricky, and when you do get on in the game, it all starts to get a tad samey. Sadly, this makes *Men In Black 2* frustrating as hell, which is a shame, as it could have been so much fun...

Karen



Choose between agents J and K. They're both the same really.



Now they say 'Hijacked Aircraft', but really it could be anywhere.

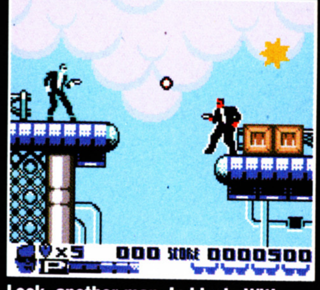
> "It's a dizzying trip, but only because the screen doesn't stay still for a second!"



Look, a man. In black. With a gun. Hooray – watch him jump!



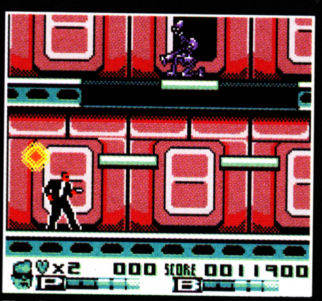
Get past the green thing to collect the floating sunglasses. If you want.



Look, another man. In black. With a gun. Oh no!



Here comes that green thingummy-jig again. Shoot it quick!



The first boss has a strict regime – simple to kill.



HERE COME THE MEN IN BLACK...

Awful Game Boy games aside, the Men in Black have come a long way to reach their present fame. J and K started their careers in a very different style with a short-lived comic book. They only reached real popularity with the advent of Tommy Lee Jones and Will Smith as the mysterious martian masher and his rookie sidekick in the blockbuster 1997 film. Now the ET extermination duo have gone the same path as classic films like *Ghostbusters* and *Back To The Future* to become cartoon heroes as well!





GRAPHICS! Is that an alien or a stool? ★★

SOUND! Hardly Big Willy style ★★★

PLAYABILITY! Only for real MiB fans ★★

LASTABILITY! Doesn't even pass an idle hour ★

OVERALL! 42%

SEND THIS GAME INTO OUTER SPACE!


TOTAL
GAME BOY
POSTER COLOR


TOTAL
GAME BOY
POSTER COLOR


TOTAL
GAME BOY
POSTER COLOR

ninfo!



How much?	£24.99
From who?	SCi
Whenz it out?	Out now
Kind of Game?	Platform



QUICK TIP!
When you're jumping between moving platforms, take your time and wait until the time is just right. Be especially careful when there are loads of spikes or enemies beneath you!

Alfred's Adventure

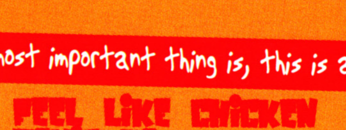
He's a bit like cheese, but is he the bee's knees?

Many of you out there who are knee-high to a tall thing won't remember the adventures of Alfred Chicken. All you need to know is that he was big in the Nineties, and was a bit like cheese. Now it's your chance to find out the truth, as he makes his debut on the Game Boy Color!

Reviewed by Jem

Lay a little egg for me

There's a cluck-load of fun still to be had in the traditional Alfred-style adventure. Okay, so it's a cutesy kind of affair, with our beaky scarlet pal hopping merrily about as he pops balloons, bashes baddies and collects watering cans. Alfred must attempt to save Billy Egg and his eggy siblings (including Floella, and we don't mean Benjamin!) from the evil Mekka-Chickens who have egg-napped them for use in their cloning experiments (you'll note that we resisted saying 'eggs-periments'). The graphics are brilliantly detailed, with great extra touches such as twisting jumps and dive-bombs.



"The most important thing is, this is a fun, colourful cartoony romp!"

Feel like chicken tonight?

You'll tear your hair out guiding the plucky little Sunday-dinner-to-be round the crazy worlds, but when you're finished, and you've found the few hidden rooms and watering cans that's it! No link-up ideas or printing options, just waddle waddle, peck, boom, thank you and good night. It must be said that though Alfred was once a bit like cheese, now he just smells a little cheesy. However, It's a crazy game while it lasts, and the most important thing is, it's a fun, colourful cartoony romp.

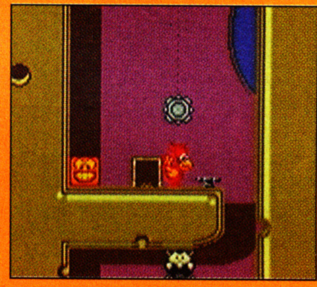
Jem

2nd Opinion!

All clucked out!

I remember this little chicken from years ago – his games were great fun back then, and this Game Boy Color update is looking mighty fine now! There's nothing too taxing about the gameplay – you jump around, collecting things in the traditional manner and watching for all kinds of nasties – but it's just great fun!

Nick



My, look at all those colours.



Go on, Alfred, jump for it. What are ya, chicken?

Chickens and eggs: a history by Prof Cocker-Doodledoo

Chickens and their ovulatae vulgaris, or 'eggs' as they are known by commoners, have a long and glorious history in videogames. Aside from Alfred the great, previous roosters have included Foghorn Leghorn in *Martian Alert* and the little-known character of Drumstick in *Diddy Kong Racing* on the N64. Most exciting of all is the news of the new Dreamcast hero Mort The Chicken, soon to be released. It is, however, eggs that have realised true fame in videogame history, with not only classic arcade character Chuckie Egg to be taken into consideration, but also the classic Spectrum eggy hero, Dizzy! Shall we ever see their like again?

Cocker-Doodledoo is Professor of Stuff at Kent University, Glasgow.



Graphics! Excellent cheeky graphics ★★★★

Sound! Great sounds – music and FX ★★★★

Playability! Gets a little repetitive ★★★

Lastability! Gone as fast as McNuggets! ★★★

Overall! 80%

A nostalgic revival

ninfo!

How much?	£24.99
From who?	Take 2
Whenz it out?	Out now
Kind of Game?	Flight Sim



F-18 ThunderStrike

Chocks away for another dull flight simulator!

Apparently, United States Airforce Intelligence has confirmed reports of renewed hostile activity in the Balkans. As a top F-18 fighter pilot on active duty in the area, you naturally report directly to your commanding officer for re-assignment, and from thereon in it's chocks away for a dull and pointless meandering flight simulator. The situation in the Balkans is said to be critical, but it's nowhere near as critical as this game's chances of speeding up your pulse for a second.

Blue sky, loads of it

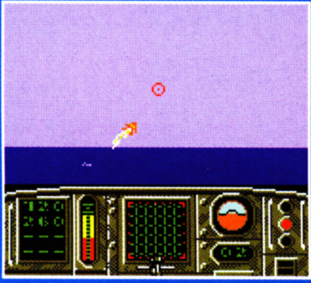
The only people who will get the slightest kick out of playing this game will be absolute flight sim maniacs. The graphics have nothing to make them stand out, the game itself is a total yawn, impersonal and slow, and the sounds aren't even worth mentioning. You simply fly around for a while, shoot a plane or two if you're lucky and then you turn it off. End of story.

Jem

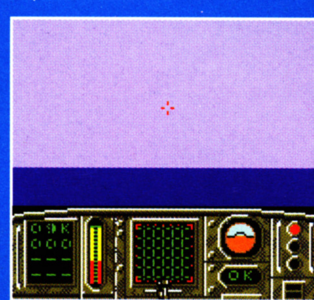
Reviewed by Jem



Aren't you just bristling with anticipation?



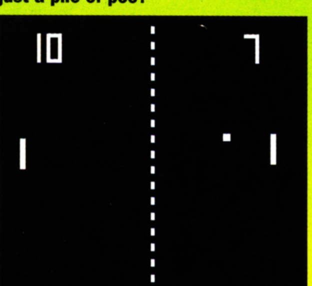
This is the high point of the game. Something shoots out of your plane... err, and that's it!



Bet you're shaking with the excitement aren't you?



Ah – the original and best! Or is it just a pile of poo?

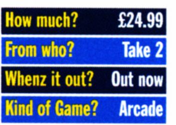


A quick game of penguin in the middle should cheer us up!



ninfo!





How much?	£24.99
From who?	Take 2
Whenz it out?	Out now
Kind of Game?	Arcade



Pong

The mighty, primeval Pong is re-released on the Game Boy!

Based on the very first analogue experiments in computer games in the late Fifties, *Pong* first shot to fame in the early Seventies, hugely popular with people now beginning to worry about early retirement. But the weird thing is that, despite the amazing standard of videogames in the 21st Century, it's a real joy to own a *Pong* compendium for the Game Boy Color. For those too young to remember, the entire game consists of batting a square ball between two lines. If you miss the ball, the opponent gets a point. Gripping, huh?

Anyone for football?

Pong still provides a great challenge though, especially in this new cart. You aren't just given the original *Pong* – there's also a jungle game, with whirlpools that knock the ball all over the place and sticky paddles, plus Arctic Pong, which features two ball-hogging penguins. But it's the soccer version that really raises the game to a new level. It takes masterly control (in a having-a-cup-of-tea way) to win at this version – four paddles, numerous balls and total pandemonium! The lack of two-player options is a real mistake, but there's no denying that this is a great version of the ultimate videogame classic, and should certainly not be dismissed.

Jem

Reviewed by Jem

TOTAL GAME BOY COLOR
Test your Strength!

GRAPHICS!
As good as they need be
★★★★

SOUND!
You need the bleep effects!
★★★★

PLAYABILITY!
Classic casual challenges
★★★★

LASTABILITY!
It's been around for years!
★★★★★

OVERALL!
75%

HE-MAN! BUTCH! WEAKLING! WIMP!

NOT GREAT, BUT A CLASSIC BUY



Tonka Raceway



ninfo!

How much?	£24.99
From who?	Hasbro
Whenz it out?	Out now
Kind of Game?	Racing

COLOR? YES!

TIN CAR RACING MEANS TIN POT GAMING!

After the well-deserved success of *Micro Machines*, the idea of doing the same thing for Tonka, perhaps the ultimate name in classic toys, sounds great. But the result of this move is a catastrophically bad game.

MANKY MACHINES

This may sound a little harsh for what is after all a 'fun' game, but there are many reasons why *Tonka Raceway* is worse than lacklustre. You are offered three types of track – Desert, Jungle and Snow –which basically means a yellow, green or white course. As you race from one to the next, nothing really changes. You race against three other vehicles but the only difference is the size of the nasty sprite you have to lug around. Having said this, you do get to choose the colour of your car!

RUMBLING AWAY!

The game has a two-player option, but even that just means playing in turns, and the Rumble Pak comes into its own as you spend half the game crashing mindlessly. The sheer amateur nature of the gameplay prevents any race from being enjoyable – it's like racing sticky brick walls around poky country lanes. The game designers have obviously made a lame attempt to recreate the success of *Micro Machines* and have offended the intelligence of every Game Boy owner in the process. You'd have a lot more fun pushing some real Tonka toys around in a sewer.

simon

TOTAL GAME BOY COLOR Test your Strength!

GRAPHICS! Bad tracks, worse cars ★☆☆☆☆

SOUND! Nothing to say for itself ★★★☆☆

PLAYABILITY! More fun in gutting cats ★☆☆☆☆

LASTABILITY! Tonka who? ★☆☆☆☆

OVERALL! 31%

A PERFECT EXAMPLE OF EVIL GAME DESIGN

Ultimate Paintball



ninfo!

How much?	£24.99
From who?	Take 2
Whenz it out?	Out now
Kind of Game?	Shooter



GET READY FOR TOTAL EMULSION VIDEOGAMING!

Everybody likes a nice shoot-em-up now and then, but for those people who feel a bit faint at the sight of red hot metal ripping through the ligaments of the innocent, this is a great new title. Paintballing in the past has always been the domain of corporate managers honing their people skills in a forest somewhere, but now we can all sample the challenge of avoiding Dulux in the woods without the threat of ruining our overalls or having an affair with Susan from accounts during the weekend.



My boss is going to kill me!

TURPS AT THE READY, MEN!

The game itself takes the form of simply wandering around a map until you get ambushed or take on some foes in an attempt to capture their flag. It's not a very exciting proposition, or indeed a fair one. You are one person armed with a couple of paint grenades and a splat gun, whereas there are hundreds of grey blocky enemies hiding behind the two-dimensional foliage just waiting to change your colour. It provides an interesting alternative to most violent games, but it's simply not involving at all, being both ugly and simplistic. Pacifist gamers out there should wait for a better title to hone their non-lethal shooting skills on.

Jem



This is ruining my new shoes.



Oh no! It's those gits from accounts!



I'm going back to the hotel.

TOTAL GAME BOY COLOR Test your Strength!

GRAPHICS! Hardly a work of art ★★★☆☆

SOUND! Not particularly annoying ★★★☆☆

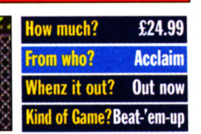
PLAYABILITY! It's all a bit pointless ★★☆☆☆

LASTABILITY! You have to be an enthusiast ★★☆☆☆

OVERALL! 50%

BUY IT IF YOU'RE A PACIFIST OR A FOOL!





How much?	£24.99
From who?	Acclaim
Whenz it out?	Out now
Kind of Game?	Beat-'em-up



QUICK TIP!

Pay close attention to the background of the game. Often the poor design means you forget to spot a switch on a wall that will have to be activated so that you can complete a level.

Turok 3: Shadow of Oblivion

Everybody stalk the dinosaur!

What would happen if you crossed *The Land Before Time* with *Rambo*? Well, putting the moral implications to one side, it would be fair to say that you would end up with *Turok 3* on the Game Boy Color, which plays like a 'no thrills' edition of the N64 version. Stripped of all the *Doom*-style mayhem that it was known for, *Turok 3* limps onto the small screen with gameplay that makes *Pokémon Stadium* seem complicated. Compared to the recent *Tomb Raider* and *Wacky Races* conversions, there really seems to be no excuse for this kind of poorly-conceived platform game.

Jurassic Pork

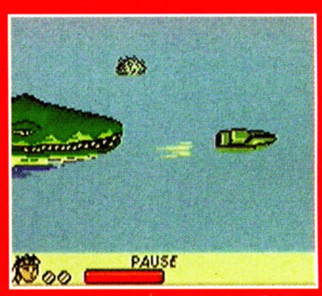
Once again the human race is having a bit of a tiff with the dinosaurs and it's stopping everyone enjoying tea in the park. It's up to your two thumbs to bring an end to the war by shooting a big gun and running in one direction for a long period of time. As far as the gameplay goes, that's pretty much your lot. In-between the regular bouts of action you do get to do a bit of driving (and shooting) in either a tank, a speed boat or a car, but these episodes merely serve as a bridge between levels.

Admittedly, there are enough levels to keep you going and plenty of weapons to choose from, but these small virtues are undermined by all that is bad about the game. Getting through the various stages is extremely irritating due to the constant onslaught of your opponent's legion of heavies. This is especially annoying when the task in the level is to completely destroy a certain number of specific objects and you lose track of what or where you are because you are constantly having to fend of the enemy. Buy this if you want, but consider yourself warned!

Paul



Leave me alone! I don't want to play piggy in the middle just now!

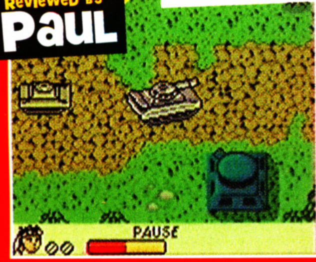


Have you seen *Lake Placid* yet? What? You were in it? Blimey!



Reviewed by **Paul**

"Bring an end to the war by shooting a big gun!"



This is a scene from 'America's Cosiest Ram-Raiding Accidents'!



Right then, where's this Island of the Sexy Ladies? I get so lonely!

Wait a minute, this isn't Blackpool! I think we've read the map wrong!



Hey you, dinosaur! Look scared, I'm dressed like Rambo and have a gun.



ninfo!

How much?	£24.99
From who?	Ubi Soft
Whenz it out?	Summer
Kind of Game?	Platform

COLOR? YES!



It's always a good idea to avoid head on confrontations with any enemy, especially if you've only got your sword to fight with. They're all easy to kill, but it's much easier to jump over them!

QUICK - CATCH THE PIGEON!

...IT'S A PARROT.



Miguel goes in for a little bullfighting – these creatures can be deadly!

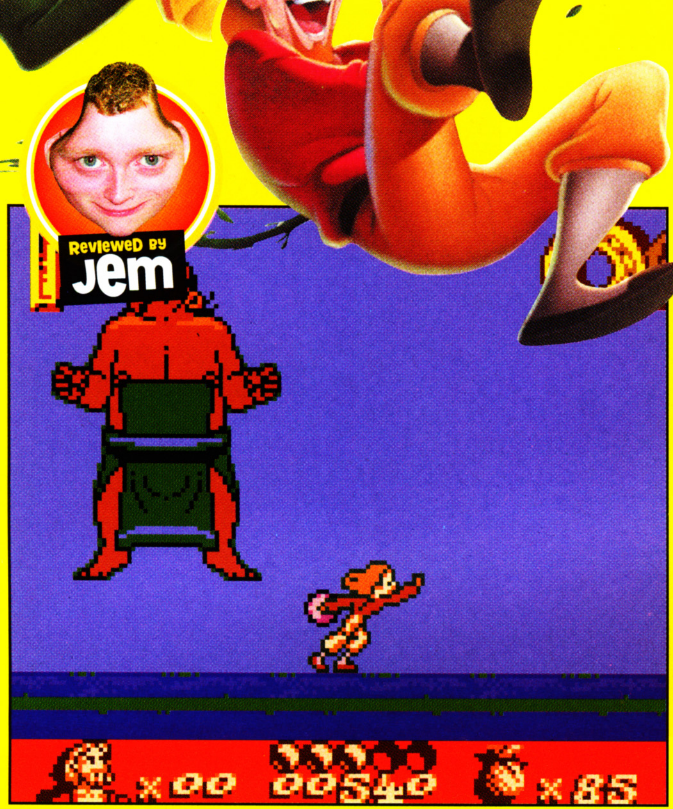


That's the kind of welcome we'd all like – she's a bit of alright!

The Road

Reviewed by Jem

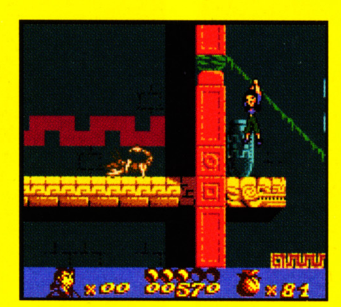
Join Miguel and Tulio for a journey into the undiscovered country!



The very first NBA match wasn't a success. Not with an opponent that size!



Gold! Everywhere you look... and not a drop to drink!



That'll take a lot of insect repellent to get rid of.



The vicious Peruvian cougar... it's very easy to kill.



'Kenneth Branagh and Kevin Kline in Game Boy game shocker!'

This summer's most outstanding animated movie, *The Road To El Dorado* from Dreamworks Pictures, has arrived on your tiny Game Boy Color screens! From a cursory glance you'd be forgiven for shouting at the top of your voice 'Flippin' heck! Not ANOTHER dull platform adventure'! Admittedly, with its moving blocks, spikes, snakes and ladders, *Gold and Glory: The Road To El Dorado* could certainly be seen as yet another uninspired movie tie-in, but it's just so much fun! Plus, most importantly, it's a very well made game. Action-wise, there are many similarities to practically every other dull, lame-brained excuse for a platform game (see *Men In Black 2* for further details) but it's a joy to play.

Gold_ always believe in your soul

The graphics are brilliantly detailed, the characters move smoothly and handle well and there's enough variety throughout the twenty-ish levels to keep you hooked. Similarities to Prince of Persia abound, but the cartoon fun balances this out. In-between every few levels on the road to El Dorado there's a different battle, from fighting cougars and fleeing from a rampaging bull to playing basketball with a giant Inca! It's thanks to these inspired little mini-games that *The Road To El Dorado* is so compelling. The game's creators have made such an effort with the graphics and these extra touches that you want to see how it all ends – a rare feeling with most platform games.

The royal hunt

You take on the role of either Miguel or Tulio, a couple of Spanish wideboys on the make. Armed with your trusty sword, you have to make your way from the tiny Spanish Village, full of pesky bullfighters and guards, to the very heart of the legendary city of El Dorado, where the streets are literally paved with gold!

In the early levels you have to collect six pieces of the ancient map that leads you (and a ship full of black-hearted conquistadors) to South America. You can collect hundreds of gold coins on the way, leading you to your ultimate goal – getting rich. At least, that's the plan, but you also have to overcome the machinations of the evil High Priest Tzekel-Kan as he pits you against killer cats and vicious natives, not happy about your plans to swipe their precious metal.

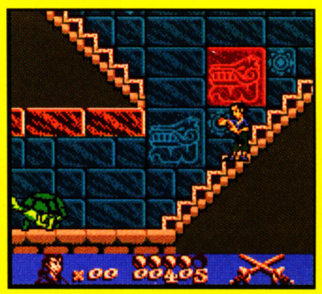
'El Dorado could certainly be seen as yet another unin

There's gold in this 'ere game!

Visually, the game is head and shoulders above most movie tie-ins, and the sound has been carefully crafted to stand out amongst other screeching titles. The game itself


Walking on clouds? Is this an old ZX Spectrum game or what?


A tropical bird gets the better of Tulio – they're pesky creatures!


Turtles take two hits to go down. You just make sure you remember that!


"Where is that buddy of mine?" "He's behind you!"

...D TO EL DORADO

GOLD AND GLORY... AND POPCORN

Even if the game doesn't make you drool at the mouth, the movie itself certainly should be a treat. Out this summer, it's one of those rare events – a non-Disney cartoon that looks entertaining! Miguel (Shakespeare dude Kenneth Branagh) and Tulio (American thesp Kevin Kline) are two loveable conmen who end up in the mystical lost Inca city of El Dorado. To their surprise, they are worshipped as gods, but the evil High Priest Tzekel-Kan is planning to put a stop to their dreams of gold and glory. The movie has even got music from Lion King composers Elton John and Tim Rice!



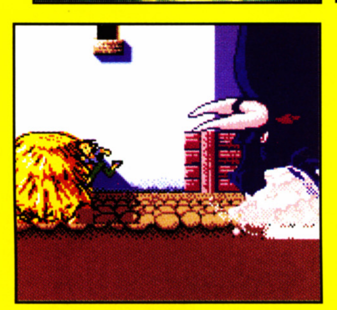


YOU PLACED GOLD...

...On my finger! I agree with Jem, this is actually a decent movie tie-in that's lots of fun to play and has some really great mini-games. Ubi Soft has really put a lot of effort into the graphics and sound effects, capturing the essence of the big screen version perfectly. This is one platform game that I recommend wholeheartedly!

Paul


As you progress you collect pieces of the map.





Oh no! What was that level code again?

"...uninspired movie tie-in, but it's just so much fun!"

offers a practically irritatingly difficult challenge in the later levels, so even those seasoned platform players will have to keep a pen and paper handy to remember those level codes.

Unfortunately, once you have fought your way to the heart of the golden city, and completed the game, there's not an enormous amount left to do. However, there is always the Ubi-Key feature. Using the infrared port and another Ubi Soft game with the Ubi-Key feature, you can unlock hidden levels and other secrets stashed away in the mystical bowels of El Dorado.

Fans of the movie and lovers of quality platform adventures should get a lot out of *El Dorado*, and hopefully it will show other movie tie-in game designers the level of quality that can be achieved with an out-dated game-style. Just make the adventure last.

Jem





NINFO!



How much?	£24.99
From who?	Infogrames
Whenz it out?	Out now
Kind of Game?	Puzzle



QUICK TIP!
Keep a corner of your square for bombs, but be very careful that a bomb doesn't fall through a hole, or the entire grid will be decimated! Just a nudge to the left or right will keep it safe.

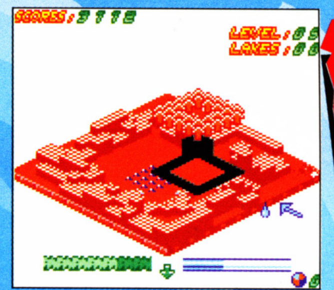
Wetrix GB

THE N64 BLOCKBUSTER MAKES A PITIFUL GBC DEBUT...

When *Wetrix* first appeared on the Nintendo 64, even people who fail to see the beauty in pushing a few blocks around to prevent a bit of water falling off a square grid were astounded by the quality of the graphics and the occasionally exhilarating can't-put-it-down gameplay. Now, at last, the modern classic puzzler appears on the GBC, and the people responsible should be ashamed.

WETTER THAN A WEEKEND IN WATERWORLD

Where can we start? Wetrix is dull, repetitive, vague, and ugly ugly ugly. Not that we're being unduly harsh – it simply doesn't seem to work for the small screen. At first glance, the way a 64-bit game has been adapted for the hand-held seems spot on, but the gameplay itself will annoy even the most hardened puzzle game enthusiast. What was once a 3D brainteaser has become a cluttered, fiddly mess, with no accuracy for planning a block – rather, you try and vaguely get the blocks a few pixels near to where you think they should be.


Oh no! The water's dripping! Dear God help us!

WATER AND BRICKS – A MARRIAGE MADE IN DEVON

When you're trying to prevent water falling off the grid by preparing blocks to make a catchment area, it's best to be able to see what you're doing. In this ZX81-looking version, not only can you not catch water – you don't care. The brilliant, fast paced colourful N64 game has been turned into a smudgey mess. Real fans of the game who want to play in queues and such like may possibly see something in it if they persevere – there are quite a few game choices, including Classic, Pro, Practice and Handicap, but vague gameplay, evil graphics and the worst 'music' ever written by mankind make this an extremely acquired taste. *Wetrix* is just wet.
Jem



2nd OPINION!

A SOGGY MESS

We were expecting great things of this watery little puzzler here in the TOTAL GAME BOY COLOR office, but sadly, we were all a tad disappointed. It just doesn't seem to really work on the Game Boy. It's tricky to work out what's going on on-screen – for example, you can't easily see how high some of your blocks are – and the little blue blobs that make up the water are far from inspiring. A decidedly damp puzzle game.
Karen



At this point, your hopes are still high.

Reviewed by **Jem**



Sadly, your hopes are all too brief!

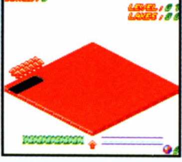
"Wetrix simply doesn't seem to work for the small screen!"

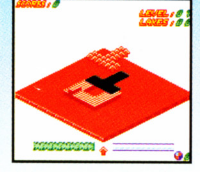


Make your own Wetrix box thing!



Stage 1
Game on! Let's do it! Yeah! A hard rain's a-gonna fall!


Stage 2
First, place the block thing on the grid thing. That's the way.


Stage 3
Then place a few more, avoiding any kinks in the wall.


Stage 4
Wait for it! Here comes some of that water stuff...


Stage 5
And there you have it. A *Wetrix* lake thingy. Of sorts.



TOTAL GAME BOY COLOR Test your Strength!

GRAPHICS! Ugly ugly ugly... ★☆☆☆☆

SOUND! AAARGH! NO! STOP IT! ★★☆☆☆

PLAYABILITY! Hang on, that's... oh, forget it ★★★☆☆

LASTABILITY! You like it? You keep it! ★★★☆☆

OVERALL! 48%

WETRIX SCHMETRIX... HONESTLY

ninfo!



How much?	£19.99
From who?	SCi
Whenz it out?	Sept
Kind of Game?	Puzzle



QUICK TIP!
From time to time you will be spoilt for choice for power-ups. If you have one already and unlock another, have a (quick!) think about which is best. Some are worth keeping for as long as they last.

COOL BRICKS

HMM... NOW THIS ALL LOOKS STRANGELY FAMILIAR!



Nearly there! I'll stop after this level. I will... I WILL!

Angle the ball up top and it'll take out several bricks in one go.



Watch out for that alien chap in the spaceship – he hasn't come in peace!

2nd Opinion!

IT'S A BLOCKBUSTER!

It's simple, it has no fancy 3D graphics, it doesn't have any marketable characters... and yet it's easily one of the most, if not the most addictive Game Boy Color title so far! *Cool Bricks* has everything! Sex, girls, money... oh hang on, no, that's me. Er... it does have the one very important element that so many titles these days forget: gameplay! Buckets of it! Buy... it... NOW!
ROY

"Pick-up-and-play puzzling at its best!"



Aagh – too many balls! The multiple ball power-up is completely frantic!



That little L-Plate will make life easier for a while by slowing the ball.

Yess, that'll do it! Take that, bricks! Oh no... I've missed my ball!



The Game Boy is bulging at the seams with puzzle games, and rightly so. What better way to kill time on that boring bus journey than to whip out your favourite hand-held and have a quick blast on a panic-inducing puzzler – it doesn't need to be ground-breakingly original or hugely intellectual, just engrossing enough to distract your attention away from the dandruff on the shoulders of the old bloke in front.

BRICKING IT

Cool Bricks is a fine example of a game that will do just that... and more besides. Based around the age-old idea of bouncing a ball off a bat to knock out the bricks in a wall (those with long memories might recall *Arkanoid*, which graced both arcades and home computers in the Eighties) it is pick-up-and-play puzzling at its best. Of course, in this day and age that kind of game wouldn't be much cop unless it had a few bells and whistles attached, and *Cool Bricks* certainly has.

For starters, there are LOADS of levels to get through (over 150, in fact) and every time you complete four, you're given a password that'll allow you to dive straight into the action next time you play.



Some bricks just crack to start with. You'll have to keep aiming for them!

WALL TO WALL FUN

The gameplay is also enhanced no end by the countless power-ups which fall from the skies from time-to-time. From brick-destroying lasers to extra lives and a magnetic bat, these goodies from heaven make the game all the more absorbing. Don't go thinking that it's all plain sailing mind – some of the power-ups have negative effects, like the vicious poison that creates involuntary player control, and you'll also have to contend with evil enemies firing from above!

If it's originality you're after then you've come to the wrong place, but if you want an addictive, challenging puzzler that'll have you reaching for your Game Boy time and time again, you can't go far wrong with *Cool Bricks*.
Karen

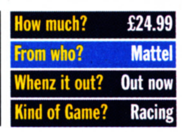
RETRO REVIVAL



The Game Boy Color has seen a number of revamped 'classic' games. Nintendo itself has released the groovy Game And Watch collections, which include a number of spruced-up ancient games, whilst Taito brought Bubble Bobble back to life a few months ago. Take 2 has just released a revamped version of the Seventies classic Pong (see our review on page 31), and who could forget the adventures of a certain Ms Pan-Man who munched her way onto the Game Boy Color last year. It seems we just can't get enough of that old-skool style – they may not have had fancy graphics back in the early days of gaming, but they certainly knew how to entertain you!







ninfo!	
How much?	£24.99
From who?	Mattel
Whenz it out?	Out now
Kind of Game?	Racing



Hot Wheels Stunt Track Driver

Get ready to burn rubber on the Hot Wheels plastic track!

Reviewed by simon

Second again! Best have another go, eh?

Why is real driving never this much fun? Well, the answer to that is quite simple – when do you ever get to do backflips, drive on looping tracks or attempt 360° spinning jumps!

This game really does rock. It has all the elements of classic gameplay plus plenty of competition. It's not just a straightforward race, either. In order to do really well you have to pull off a number of successful stunts to earn yourself points and stay in the lead.

The game scrolls along sideways and at a fair old speed, as on the track are a number of *Wipeout*-style speed-ups. Going over them enables you to go faster, meaning you can pull off a better stunt on the jumps.

It ain't half hot!

This game has everything that you could possibly want – great graphics, action and speed, plus you need a certain degree of skill to pull off some slick stunts. This fabulous little game will keep you racing well into the night – a real winner!

simon

Look out below – it's raining cars! Take cover!



So, do I try again or go tidy my room? Oops, look like I've hit 'Yes' again!



Wahey, watch me go! Ooh, looks nice out there in the garden.



Graphics! Fast and clear ★★★★
Sound! Jingly tunes ★★★
Playability! Pretty challenging ★★★★
Lastability! Very addictive ★★★

He-man! Butch! Weakling! Wimp!

Overall! 85%

FAST AND FURIOUS TRACK RACER!



Igor phones out for pizza while Phil chills out.

Only five levels, eh? Better take it slowly then.



ninfo!	
How much?	£24.99
From who?	THQ
Whenz it out?	Out now
Kind of Game?	Platform



Reviewed by Jem

Toonsylvania

Phil and Igor have horrific fun in a creepy castle!

When Dr Vic Frankenstein leaves his assistants Phil and Igor alone in the lab, it's only a matter of time before things get out of hand. Before you know it, Phil's exploded and it's left to you, as Igor, to pick up the bits before Vic finds out!

Woooh! Scared ya!

It's nice to see that this title stands out just a smidgeon compared to many of the other platformers on the shelves. *Toonsylvania* is a crazy cartoon-style adventure, and it has more to the gameplay than just legging it to the right of the screen until you reach the goal.

Chiller thriller?

With Ubi Key options and a real puzzle-style collecting spree, this is a fast and funny ride. The graphics and sound are great, and there's a real challenge in it. Nonetheless, its charms don't last forever, and you'd have to be a real platformer freak to actually want to spend your cash on it. Plus, to be honest, it really didn't scare us that much!

Jem



Don't do it Igor! You got so much to live for, brother.



To be honest, Igor's antics are very entertaining – borrow this game now!

TOTAL GAME BOY COLOR
Test your Strength!

Graphics! Colourful, clear and creepy! ★★★★
Sound! Makes your hair stand on end ★★★
Playability! Little more to it than most ★★★★
Lastability! Play it slowly ★★★

He-man! Butch! Weakling! Wimp!

Overall! 71%

A VAGUELY DIFFERENT CARTOON CAPER

ninFO!



How much?	£24.99
From who?	THQ
Whenz it out?	Out now
Kind of Game?	Racing



QUICK TIP!

You've got to think like you're inside the touring cars themselves. When you steer left, the car will go left, regardless of which direction it's pointing on the screen. You might need a bit of practice!

TOCA: Touring Car Championship

Game Boy Color in realistic driving game shocker!

Reviewed by Mike

When popular driving games get ported onto the Game Boy Color what you usually get is a behind-the-car racer where the track seems to turn more than the car! Well *TOCA: Touring Car Championship* has opted for the more old-fashioned isometric view and you know what? It plays like an absolute dream!

Unlike most isometric racers, *TOCA* handles superbly – the turning circle is super-smooth and surprisingly realistic. From this perspective you usually get a jumpy multi-staged turns but with *TOCA* you can literally cruise around the corners. Press the pad hard enough and you can even do powerslides – something that happens quite a lot until you get used to the tracks because of how blindingly fast the game is! You really need to learn the layout of the nine official tracks in *TOCA* or your car can end up spinning across the grass.

Burnin' rubber

What really stands out about *TOCA* is the graphical effects. Dust clouds come off the car as you spin off the track, skid marks cover the road and you even get spray off the tyres when it's raining! As if this weren't enough, you can even see the little wheels turning around on all eight

The Game Boy Color Test-o-meter! Hum Dinger!



This game is so detailed you even get rain spray effects on the cars.



You're in fourth place but first is only one screen away!



Who could resist knocking over all of these cones!



Surprisingly, the skid marks stay on the track for quite some time.


This may be a Game Boy racing game but you still get Dunlop adverts!


Six cars on the track at the same time and they're all in sight!

cars as they speed around the track. Yes, you read that correctly, there are eight cars on the track at the same time, and no, there isn't any slow-down!

The only major let-down to this game is that you can't play link-up with another Game Boy. Definitely an opportunity wasted. On the plus side, however, there are some 'Party Play' games for four people, but it does mean passing the Game Boy around between you! This is only a small flaw, though, and if you can forgive it then *TOCA Touring Car Championship* is the best driving experience you can find, short of buying your own car!

mike


When the track's this busy it can be difficult to overtake.


Make sure your finger is on the accelerator – it's about to start!



2nd Opinion!

TOP NOTCH RACING

He's not wrong, you know! Even if you're the kind of dude who would usually rather tear off all your fingernails and post them to Les Dennis than play a racing game, you'll love zipping around all the tracks on *TOCA*. The car graphics aren't outstanding, but at least they don't look like beer crates, and there's enough crammed into the cartridge to keep you whooping and hollering until doomsday. Race on!

Jem

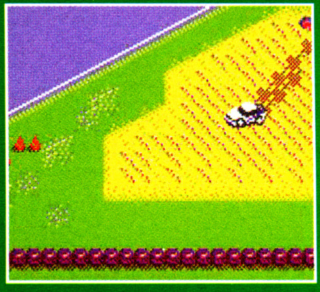


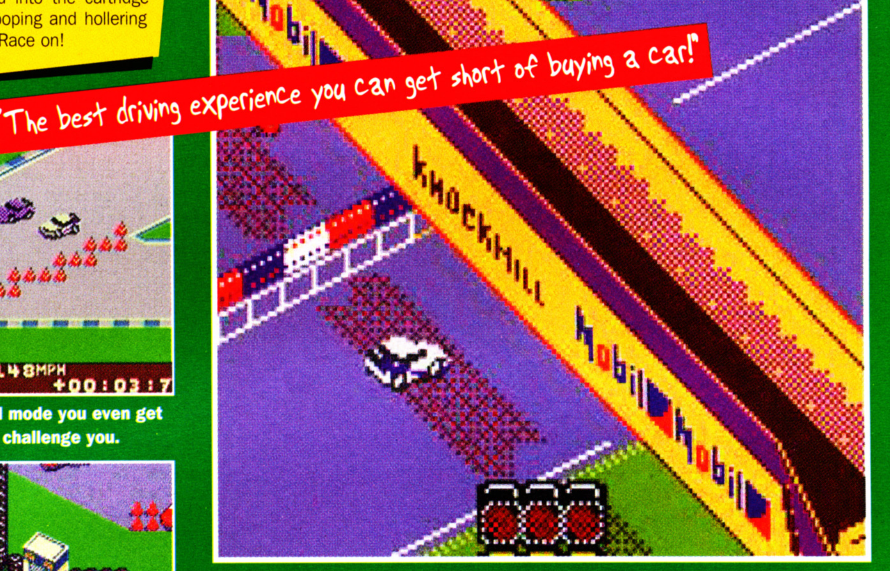
On the Time Trial mode you even get a ghost racer to challenge you.


Hurrah, first place! But unfortunately not for long!




Taking the best racing line actually does make a difference.


Oh dear, not quite the best route to winning a race!



COLOR Scribblings!

SAM'S SUGGESTIONS

I think your magazine is awesome, it is all thanks to you that I know what games are good and bad, and all the cheats I have got are because of you as well. When I first got my Game Boy I was so excited I remember biking home as fast as I could and ripping it open along with the game, *Pokémon*. *Pokémon Yellow* is a must-have for any Game Boy collection, believe me. Would a fourteen year old kid like me play *Pokémon* if it wasn't good? *Wario Land* is another must have for your collection, but I wouldn't waste your money on *Wario Land 2*. Now try the games out for yourself.
Sam Mayall, New Zealand

Thanks for writing from all the way down under, Sam! We agree – Pokémon Yellow is a top game, though that Pikachu chap's a bit strange, following you around all the time!

SHAABADOO?

Your magazine is theeee bezzzt! The reviews in issue three on *V-Rally* and *Top Gear* were the best. Hey! *Top Gear* doesn't SOUND like a demented car alarm, it IS a demented car alarm, with a rumbling earthquake to go, and it annoys the shaabadoo out of you! I do like *V-Rally* more. What you've written is SPOT ON. I'll just wait... you see, I'm saving $60 to buy it. A while yet... but thanks, and a big smoooooch on the front cover.
Cory Pelizzari (Pepperoni), Australia

You really should drink less coffee at your age, Pepperoni, but thanks all the same. Sorry to hear you've lost your shaabadoo – you can have ours if you like!

POKÉMON SCANDAL?

I am a big fan of your magazine and I always buy it every month so what I am about to say pains me greatly... you were WRONG to only give *Pokémon Red/Blue* 85%. I was amazed to discover that you gave games like *Conker's Pocket Tales* and *World Cup '98* a better percentage when *Pokémon* is better than both put together.

This is not just my opinion, everybody I have asked agrees with me. So I am asking that you apologise to all the readers for under-rating such an amazing game and up the score to at least 95%.
Richard Martin, Stockport

She's into superstition... oh, sorry, not that Ricky Martin. Sorry to hear you and your pals disagree with our Pokémon review, but hey, 85% isn't that bad! Not many games get to be labelled He-Man. Don't let the ratings put you off – if you love a game, you'll buy it!

BLACK & WHITE

I am writing to you because I would like to know if Game Boy Color games would work on black and white Game Boys because that is what I have got. And will TOTAL GAME BOY COLOR mag cover the black and white Game Boy? Is there another mag available for black and white?
G J Harris, St Albans

You can play your old black and white games on the Game Boy Color, but definitely not the other way round! If you want to enter the new Technicolor pocket world, you'll have to buy a new console. As for reviewing the old classic black and white games... we do whenever one comes along, but that's not very often these days!

POETRY CORNER

Thank you so much for putting a full page poster of Taz in issue seven. I am such a big fan of Taz and hope to buy his new game. I also like *Toy Story*. Here's a poem I have written for you...

Game Boy Color Mag is cool,
If you haven't got it you're a fool.
You can read it anywhere,
At school, at the table or on a chair.

Laura Warrington, Stourport

Good gosh, nice poem, thank you, Laura,
Without your letters we'd all be poorer.
Thanks for writing all that nice stuff,
But as for poetry, that's quite enough.



Mark MacVicar

Alexander Hosie-Walker

Sam barber

Danny Beeching

Joshua Johnston

Lewis Gonthorpe

Dinesh Thurai

Luke Little

Joseph Lynch

Joshua Johnston

Catherine Gamble

HELP!

Send us your own cheats and we'll give you the credit... Help!, Total Game Boy Color, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS



Here's where all those pesky buttons are...

D-PAD
This little plus sign lets you move up, down, left and right!

START
Pause your game or call up the Options screen!

B BUTTON
Most of the cheats are a combination...

A BUTTON
...of the A and B buttons. Press them carefully!

SELECT
This button is often used for Options screens.

DRIVER

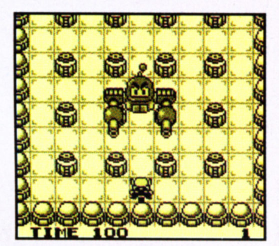
LEVEL CODES

1	Tyre/Badge/Cone/Red	8	Cone/Blue/Red/Red
2	Lights/Key/Key/Blue	9	Badge/Badge/Lights/Cone
3	Cone/Cone/Cone/Badge	10	Blue/Key/Key/Key
4	Key/Red/Red/Lights	11	Lights/Tyre/Red/Badge
5	Key/Badge/Tyre/Blue	12	Key/Badge/Badge/Cone
6	Badge/Cone/Badge/Siren	13	Red/Blue/Red/Blue
7	Red Siren/Badge/Key/Tyre	14	Tyre/Key/Cone/Lights

Wario Blast

LEVEL CODES

Here's every code you need to jump to any point in Wario's action-packed game.



Normal Zone

Level 1-1	6964
Level 1-2	6007
Level 1-3	4778
Level 1-Boss	1415

Warp Zone

Level 2-1	5819
Level 2-2	0164
Level 2-3	1362
Level 2-Boss	9653

Arrow Zone

Level 3-1	1048
Level 3-2	4628
Level 3-3	3710
Level 3-Boss	8282

Fire Zone

Level 4-1	2514
Level 4-2	1543
Level 4-3	2134
Level 4-Boss	4780

Coma Zone

Level 5-1	9091
Level 5-2	0105
Level 5-3	4092
Level 5-Boss	6271

Ice Zone

Level 6-1	4163
Level 6-2	0160
Level 6-3	7689
Level 6-Boss	8169

Burn Zone

Level 7-1	4881
Level 7-2	2077
Level 7-3	5269
Level 7-Boss	0117

Power Zone

Level 8-1	4185
Level 8-2	6318
Level 8-3	0930
Level 8-Boss	8513

Yoda Stories

LEVEL CODES

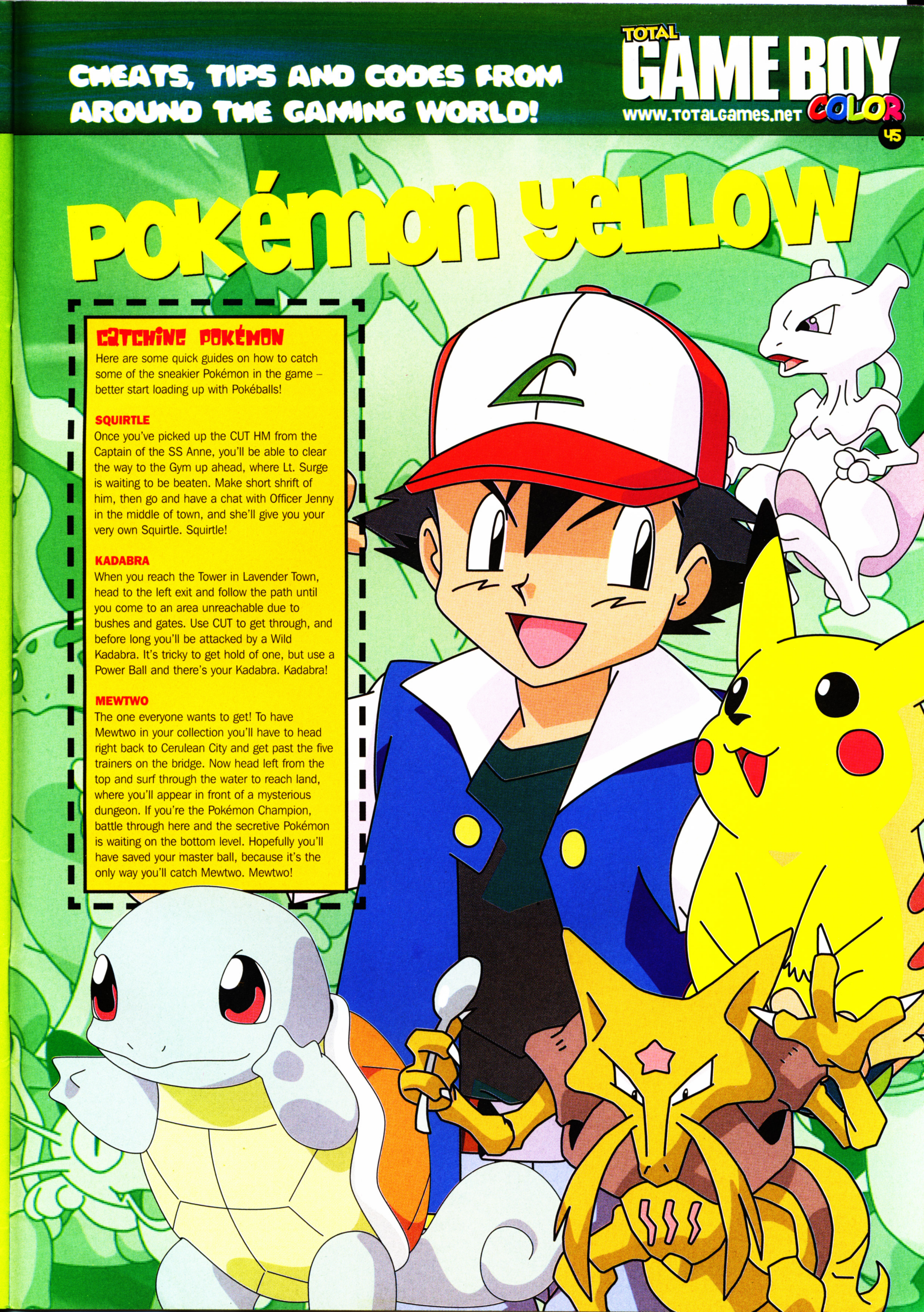
We've got all the level codes to the brilliant *Star Wars* RPG – complete your mission they will!

Mission 2	XKJ
Mission 3	GJP
Mission 4	TDM
Mission 5	WTM
Mission 6	ZBV
Mission 7	QTC
Mission 8	TGR
Mission 9	VDP
Mission 10	BFG
Mission 11	FNP
Mission 12	STJ
Mission 13	FTG
Mission 14	BLP
Mission 15	YSF



WEARY AM I LUKE!!! I FEEL AN IMBALANCE IN THE FORCE!!! A CLONING

Pokémon yellow



CATCHING POKÉMON

Here are some quick guides on how to catch some of the sneakier Pokémon in the game – better start loading up with Pokéballs!

SQUIRTLE

Once you've picked up the CUT HM from the Captain of the SS Anne, you'll be able to clear the way to the Gym up ahead, where Lt. Surge is waiting to be beaten. Make short shrift of him, then go and have a chat with Officer Jenny in the middle of town, and she'll give you your very own Squirtle. Squirtle!

KADABRA

When you reach the Tower in Lavender Town, head to the left exit and follow the path until you come to an area unreachable due to bushes and gates. Use CUT to get through, and before long you'll be attacked by a Wild Kadabra. It's tricky to get hold of one, but use a Power Ball and there's your Kadabra. Kadabra!

MEWTWO

The one everyone wants to get! To have Mewtwo in your collection you'll have to head right back to Cerulean City and get past the five trainers on the bridge. Now head left from the top and surf through the water to reach land, where you'll appear in front of a mysterious dungeon. If you're the Pokémon Champion, battle through here and the secretive Pokémon is waiting on the bottom level. Hopefully you'll have saved your master ball, because it's the only way you'll catch Mewtwo. Mewtwo!

HELP!



Operation Carrot Patch

LEVEL SKIP

If Bugs gets tired halfway through a level on his new carrot-crunching caper, here's a sneaky way to lighten the load of action to get through. On the password screen, simply enter your code as TAZ/ELMER/DAFFY and start the game as normal. Now if you want to skip a level, simply press Start and then Select to instantly skip to the end of each level. The end is suddenly in sight!

Crazy Castle 3

LEVEL CODES

Hop forward to any point in Bugs Bunny's crazy new adventure!

GARDEN

BYBX4R
PYBX4H
FYBX47
YYB54J
SYBP4Z
XYBLG6
CSBLG6
TXB?49
1SB?4V
LCB?G9
5CB?4V
OYBPBX
DSBLPF
8SBLPY
4CB?BP
6XBLP?
VTBPB3

HALL

GSBPB1
QXBPB1
?CBPB1
MXBLPT
3XB?PC
NSB?P1
2TBPBO
RCBPB8
HCBPP8
7LBPBD
WCB?BD
JCBLP4
9SBLBM

BASEMENT

71B?P4
KCB?P?
BCPPBH
PTPPPR
FTP?P3
Y1PWP?
SLPPPH
XSP?BN
COP?BN
TOPLBH
1OPLB7
L5PWP2
51P?B9
OYPLYF
DXPPFS

TREASURY

8TPPYF
4TPLYP
G1P?FB
QLP?PK
?OPWP6
MDPPYF
38PLYB
N4PWP6
2DPWPK
R4PLYF
HGP?YB
7QPPYS
W4PPF1
JJPLFC
94PWFS

XPLODER CODES

The Blaze Xploder is a clever piece of kit that allows you to cheat on all your favourite games. Here's a batch of the latest codes to get you through those tricky levels...

Asterix: Search for Dogmatix
Inf Health (Story Mode)
$0D413C96
Inf Time (Shield Game)
$0D41FBED

Bugs Bunny: Crazy Castle 4
Max Keys
$0D2919DD
Invincible
$0D241CDD
Inf Tries
$0D2458DD

Croc
Inf Lives
$0DBACB6E
Inf Crystals
$0DBA776E
Inf Turtles
$0D2A1D6E

Dinosaur
Inf Health
$0D23A8D3

Driver
No Felony
$0D21D6D1
$0D21F0D1
No Damage
$0D2123D1
Inf Time
$0D839ED1

F-18 Thunder Strike
Inf AIM 7
$0D26A355
Inf AIM 9
$0D262155
Inf Squadron
$0D24EAE9

Jeremy McGrath Supercross 2K
Start at 5th Lap
$0D251A64
Always First
$0D21EF64

Looney Tunes Collector: Alert!
99 Carrots
$0D842337
99 Maps
$0D84D637
Inf Gold
$0D087F37
$0D241337
Inf Health
$0D273137

Magical Tetris Challenge
Start from Line 99
$0DBACD00
Always the same shape: Standard
4-in-a-row
$0D210200
3-&-1-left
$0D220200
3-&-1-right
$0D230200
2-&-2-left
$0D240200
2-&-2-right
$0D250200
3-&-1-mid
$0D260200
Cube of 4
$0D270200
Specials
5-in-a-row
$0D280200
5-as-stealth
$0D290200
3-&-2-mid
$0D2A0200
5-as-C
$0D2B0200
3-&-1-mid-&-1-right
$0D2C0200
3-&-1-mid-&-1-left
$0D2D0200
5-as-Z
$0D2E0200
5-as-S
$0D2F0200
5-as-Cross
$0D300200
8-as-U
$0D310200
6-as-cube-&-1-mid
$0D320200
6-as-stealth
$0D330200
5-as-angle
$0D340200
Cube of 9
$0D360200
Cube of 25
$0D380200
15-as-stealth
$0D390200
13-as-star
$0D3A0200
5-3-1
$0D3B0200
Free Choice
$0D3C0200
Single Cube
$0D3D0200

Metal Gear Solid
Inf Health
$0D399AA2
Inf 02
$0D4CFCA2
No Alert Mode (Note)
$0D219A04
Play Time 00:00:00
$0D21B004
$0D21F904
Never found
$0D21AB04
No enemies killed
$0D21FE04
Have 5-7 Pistol
$0D22ABA2
Inf 5-7 Ammo
$0D2080A2
Have R-5 Assault Rifle
$0D23FEA2
Inf R-5 Ammo
$0D9038A2
Have Nikita Rocket Launcher
$0D2466A2
Inf Nikita Ammo
$0D9025A2
Have Handgrenade
$0D25DAA2
Inf Handgrenades
$0D90C0A2
Have Stungrenade
$0D268FA2
Inf Stungrenades
$0D90F7A2
Have Chaff Grenade
$0D27B0A2
Inf Chaff Grenades
$0D90F9A2
Have Landmine
$0D2856A2
Inf Landmines
$0D9068A2
Have C4
$0D2953A2
Inf C4
$0D90F1A2
Have Banana
$0D2B53A2
Inf Bananas
$0D90F1A2
Inf Rations
$0D909B2A
Have Thermal Goggles
$0D245C2A
Have ID Card
$0D25BB2A
ID Level 99
$0DBA972A
Have Mine Detector
$0D27822A
Have Night Vision
$0D28922A
Have Gas Mask
$0D29122A
Have Cardboard Box R
$0D2B942A
Have Cardboard Box Y
$0D2CB62A
Have Cardboard Box B
$0D2D5F2A
Have Body Armor
$0D2EF62A
Have Fox Hound
$0D2F392A
Inf Fox Hound
$0D90E82A
Have Bomb
$0D30BF2A
Note : Enemies won't move, but also can't be killed.

Muppets
Infinite Lives
$0D2A3B35
Infinite Health
$0D208135
Infinite Weapon
$0D3BEF35
Infinite Quake
$0D3BD835

Pong
P1 always wins
010A4CC2
P2 never wins
01004DC2
P1 never wins
01004CC2
P2 always wins
010A4DC2

Ready 2 Rumble
Inf energy P1
$0D45FB04
No Energy P1
$0D21FB04
Inf Energy P2
$0D45FBA2
No Energy P2
$0D21FBA2
Inf Time
$0D81E435

Star Wars: Yoda Stories
Inf Health
$0D61AD96

Star Wars Episode 1 Racer
Timer stopped
$0D2144EF
999 MpH
$0D08C5EF
$0D24E4EF
Infinite Energy
$0D6149EF
Always 1st
$0D2193EF

Tarzan
Inf Energy
$0D317781
Inf Lives
$0D264381
Inf Time
$0D2ABA81

Tom Clancy's Rainbow Six
Inf Rounds
$0D844BED

Tomb Raider
Inf Health (Note)
$0D206581
Inf Large Medipaks
$0DBA4381
Inf Small Medipaks
$0DBA7781
Inf Doorkeys
$0DBACB81
99 Panel Pieces
$0D841D81
Inf Dynamite
$0DBA0581
Inf Snakekeys
$0D84CA81
Inf Red & Blue Diamonds
$0D841A81
Inf Gold Bars
$0D846381
Inf Rapid Bullets
$0DBA8D81
Inf Heavy Bullets
$0DBAC781
Inf Air
$0D20AD81
Have Iris & SnakeEye & Orb & Nightmare Stone
$0D30EB81
Have Three Staff Segments
$0D30B881

Tonic Trouble
Inf Lives
$0D24DDDD
Inf Energy
$0D2855DD

Toonsylvania
Inf Health
$0D29E655
Inf Lives
$0D2BA655

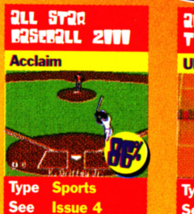
Know Your Games!

The complete listing of Game Boy Color reviews!

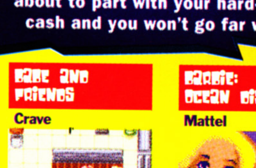
Here's the complete listing of every game ever reviewed by Total Game Boy Color! Use these pages as a buyers' guide each time you're about to part with your hard-earned cash and you won't go far wrong!

Game	Publisher	Score	Type	See
720°	Nintendo	43%	Arcade	Issue 3
A Bug's Life	THQ	58%	Platform	Issue 2
All Star Baseball 2000	Acclaim	86%	Sports	Issue 4
All Star Tennis '99	Ubi Soft	86%	Sports	Issue 5
Antz	Infogrames	75%	Platform	Issue 5
Asterix: Search for Dogmatix	Infogrames	89%	Platform	Issue 10
Babe and Friends	Crave	78%	Puzzle	Issue 8
Barbie: Ocean Discovery	Mattel	58%	Adventure	Issue 7
Battleships	Take 2	78%	Strategy	Issue 5
Beauty and the Beast	Disney	68%	Board Game	Issue 6
Black Bass Lure Fishing	Majesco	78%	Sports	Issue 5
Bubble Bobble Classic	Taito	96%	Platform	Issue 8
Bugs Bunny in Crazy Castle 4	Kemco	47%	Platform	Issue 9
Bust-a-Move 4	Acclaim	95%	Puzzle	Issue 4
Carmageddon	SCI	36%	Racing	Issue 8
Catwoman	Kemco	68%	Platform	Issue 10
Catz/Dogz	Mattel	58%	Virtual Pet	Issue 9
Castlevania Legends	Konami	84%	Platform	Issue 1
Centipede	Take 2	74%	Shoot-'em-up	Issue 2
Chase HQ: Secret Police	Metro 3D	85%	Action	Issue 5
Chessmaster	Mindscape	79%	Board Game	Issue 4
Conker's Pocket Tales	Nintendo	92%	Adventure	Issue 3
Cool Hand	Take 2	85%	Card Game	Issue 2
Croc	THQ	97%	Platform	Issue 10
Daffy Duck: Fowl Play	Sunsoft	88%	Platform	Issue 9
Deja Vu I and II	Kemco	90%	Adventure	Issue 8
Donkey Kong Land	Nintendo	86%	Platform	Issue 1
Dragon Warrior Monsters	Eidos	92%	RPG	Issue 7
Driver	Infogrames	92%	Driving	Issue 10
Dropzone	Acclaim	82%	Shoot-'em-up	Issue 3
Duke Nukem	GT Interactive	90%	Platform	Issue 3
Earthworm Jim: Menace to the Galaxy	Crave	80%	Platform	Issue 6
Evil Knievel	Take 2	75%	Action	Issue 6
F1 World Grand Prix	VideoSystem	57%	Racing	Issue 4
FIFA 2000	EA Sports	73%	Sports	Issue 7
Final Fantasy Adventure	Sunsoft	85%	Role-playing	Issue 1
Final Fantasy Legend	Sunsoft	78%	Role-playing	Issue 1
Final Fantasy Legend II	Sunsoft	86%	Role-playing	Issue 1
Final Fantasy Legend III	Sunsoft	92%	Role-playing	Issue 1
Frogger	Take 2	88%	Arcade	Issue 2
Game Boy Gallery 3	Nintendo	85%	Collection	Issue 9
Game & Watch 2	Nintendo	92%	Arcade	Issue 2
Gex: Enter the Gecko	Interplay	90%	Platform	Issue 2
Gex 3: Deep Pocket Gecko	Eidos	87%	Platform	Issue 8
Golden Goal	Tarantula	86%	Sports	Issue 5
Grand Theft Auto	Rockstar	62%	Crime-'em-up	Issue 6
Harvest Moon	Nintendo	93%	Role playing	Issue 2
Hexite	Ubi Soft	85%	Puzzle	Issue 2
Hollywood Pinball	Take 2	64%	Pinball	Issue 2
International Karate	Studio 3	92%	Beat-'em-up	Issue 7
International Superstar Soccer	Konami	86%	Sports	Issue 1







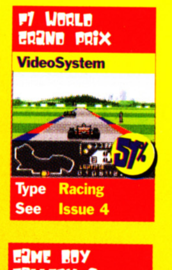
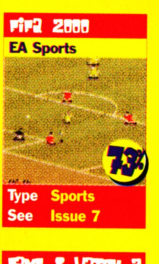


























Know Your Games!

ISS Pro '99

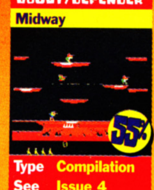
Konami

78%
Type Sports
See Issue 5

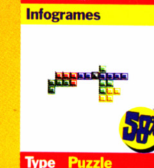
Jeremy McGrath Supercross
Acclaim

77%
Type Racing
See Issue 9

Jim Henson's Muppets
Take 2
75%
Type Platform
See Issue 9

Joust/Defender
Midway

55%
Type Compilation
See Issue 4

Klax
Midway
52%
Type Puzzle
See Issue 4

Klustar
Infogrames

58%
Type Puzzle
See Issue 3

Legend of the River King
Natsume

79%
Type Fishing
See Issue 4

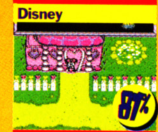
Logical
THQ
88%
Type Puzzle
See Issue 3

Looney Tunes
Sunsoft
88%
Type Platform
See Issue 2

Looney Tunes Collector: Martian Alert
Infogrames

90%
Type Action
See Issue 10

Lucky Luke
Infogrames
87%
Type Platform
See Issue 4

Magical Tetris Challenge
Disney

87%
Type Puzzle
See Issue 9

Mario Golf
Nintendo
97%
Type Sports
See Issue 6

Maya the Bee
Acclaim


92%
Type Platform
See Issue 4

Men in Black
Interplay
88%
Type Shoot-'em-up
See Issue 2

Metal Gear Solid
Konami
94%
Type Action
See Issue 9

Mickey's Racing Adventure
Nintendo
98%
Type Racing
See Issue 7

Micro Machines
Codemasters


97%
Type Racing
See Issue 1

Micro Machines 1 and 2: Twin Turbo
THQ
93%
Type Racing
See Issue 8

Mission: Impossible
Infogrames

90%
Type Action
See Issue 7

Monopoly
Konami

90%
Type Board Game
See Issue 1

Montezuma's Return
Take 2

79%
Type Platform
See Issue 1

Moomin's Tale
Sunsoft

82%
Type Adventure
See Issue 9

Moon Patrol/Spy Hunter
Midway

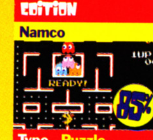
60%
Type Compilation
See Issue 4

Mortal Kombat 4
Midway

57%
Type Beat-'em-up
See Issue 2

Mr Nutz
Infogrames

78%
Type Platform
See Issue 6

Ms Pac-Man: Special Color Edition
Namco


85%
Type Puzzle
See Issue 6

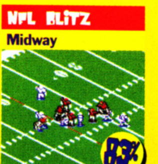
Mystical Ninja
Konami



60%
Type Role-playing
See Issue 1

NBA in the Zone
Konami
48%
Type Sports
See Issue 4

NBA in the Zone 2000
Konami
85%
Type Sports
See Issue 10

NFL Blitz
Midway



83%
Type Sports
See Issue 4

NHL 2000
EA Sports
67%
Type Sports
See Issue 8

NHL Blades of Steel
Konami

57%
Type Sports
See Issue 4

Noddy and the Birthday Party
BBC
72%
Type Adventure
See Issue 8

Obelix
Infogrames

89%
Type Platform
See Issue 4

Oddworld Adventures
GT Interactive
85%
Type Platform
See Issue 2

Oddworld Adventures II
GT Interactive

95%
Type Platform
See Issue 5

Pac-Man: Special Color Edition
Namco
82%
Type Arcade
See Issue 5

Paperboy
Midway
62%
Type Arcade
See Issue 4

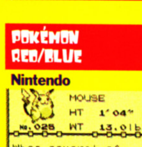
Pitfall: Beyond the Jungle
Virgin

87%
Type Platform
See Issue 3

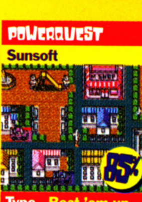
Pocket Bowling
Jaleco

52%
Type Sports
See Issue 5

Pokémon Pinball
Nintendo
65%
Type Pinball
See Issue 4

Pokémon Red/Blue
Nintendo

85%
Type RPG/Trade
See Issue 4

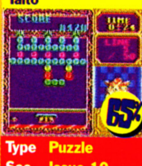
Pokémon Yellow
Nintendo
95%
Type Strategy
See Issue 10

Powerquest
Sunsoft

85%
Type Beat-'em-up
See Issue 1

Prince of Persia
Red Orb
90%
Type Platform
See Issue 4

Pro Pool
Codemasters
78%
Type Sports
See Issue 10

Puchi Carat
Taito


65%
Type Puzzle
See Issue 10

Quest for Camelot

Titus

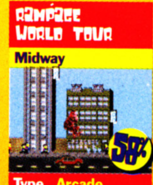
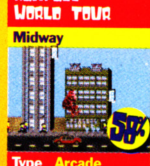

84%
Type Role playing
See Issue 2

Rayman
Ubi Soft
92%
Type Platform
See Issue 7

Rainbow Six
Red Storm

92%
Type Strategy
See Issue 8

R-Type DX
Infogrames
85%
Type Shooter
See Issue 4

Rampage World Tour
Midway


58%
Type Arcade
See Issue 2

RC Pro-Am
Nintendo

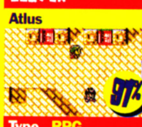
95%
Type Racing
See Issue 1

Ready 2 Rumble Boxing
Midway

73%
Type Sports
See Issue 7

Reservoir Rat
Take 2
84%
Type Platform
See Issue 2

Revelations: The Demon Slayer

Atlus

97%
Type RPG
See Issue 5

Ronaldo V-Football
Infogrames

65%
Type Sports
See Issue 7

Rugrats: The Movie
THQ


87%
Type Platform
See Issue 2

Rugrats: Time Travellers
THQ

72%
Type Platform
See Issue 6

Shadowgate Classic
Kemco


48%
Type Role-playing
See Issue 3

Shanghai Pocket
Sunsoft

79%
Type Puzzle
See Issue 1

Space Invaders
Activision

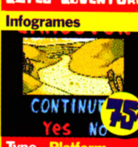
69%
Type Shoot-'em-up
See Issue 6

Space Station Silicon Valley
Take 2

92%
Type Platform
See Issue 5

Know Your Games!

The complete listing of Game Boy Color reviews!







Game	Publisher	Score	Type	See
Speedy Gonzales: Aztec Adventure	Infogrames	75%	Platform	Issue 9
Spirou: The Robot Invasion	Ubi Soft	86%	Platform	Issue 10
Spy vs Spy	Kemco	79%	Arcade	Issue 4
Star Wars: Episode 1 Racer	LucasArts	93%	Racing	Issue 7
Star Wars: Yoda Stories	LucasArts	84%	RPG	Issue 8
Stranded Kids	Konami	79%	RPG	Issue 8
Street Fighter Alpha	Capcom	85%	Beat-'em-up	Issue 8
Super Breakout	Take 2	78%	Puzzle	Issue 2
Super Mario Bros Deluxe	Nintendo	95%	Platform	Issue 3
Super Marioland 2	Nintendo	92%	Platform	Issue 1
Super Return of the Jedi	LucasArts	72%	Platform	Issue 1
Supreme Snowboarding	Infogrames	53%	Sports	Issue 6
Suzuki Alstare Extreme Racing	Ubi Soft	72%	Racing	Issue 6
Tarzan	Activision	92%	Platform	Issue 5
Tasmanian Devil: Munching Madness	Infogrames	85%	Action	Issue 7
Test Drive 6	Infogrames	78%	Racing	Issue 8
Tetris DX	Nintendo	95%	Puzzle	Issue 1
The Smurfs Nightmare	Infogrames	78%	Platform	Issue 3
Three Lions	Take 2	82%	Sports	Issue 5
Tiger Woods PGA Tour 2000	EA Sports	43%	Sports	Issue 8
Tom and Jerry	Warner Bros	48%	Platform	Issue 6
Tomb Raider	Core Design	99%	Adventure	Issue 3
Tonic Trouble	Ubi Soft	88%	Platform	Issue 9
Tony Hawk's Skateboarding	Activision	64%	Sports	Issue 9
Top Gear Rally	Nintendo	55%	Racing	Issue 3
Toy Story 2	THQ	80%	Platform	Issue 7
Turok 2	Acclaim	40%	Platform	Issue 2
Turok: Rage Wars	Acclaim	78%	Action	Issue 6
V-Rally Championship Edition	Infogrames	90%	Racing	Issue 3
Wacky Races	Infogrames	90%	Racing	Issue 10
Wario Land II	Nintendo	90%	Platform	Issue 1
Wario Land 3	Nintendo	97%	Platform	Issue 9
Wave Race	Nintendo	66%	Racing	Issue 1
Wings of Fury	Red Orb	89%	Shoot-'em-up	Issue 9
Winnie the Pooh: Adventures in the 100 Acre Wood	Disney	60%	Adventure	Issue 10
World Cup '98	EA Sports	80%	Sports	Issue 1
Worms Armageddon	Infogrames	48%	Strategy	Issue 6
WWF Attitude	Acclaim	80%	Fighting	Issue 4
WWF Wrestlemania 2000	THQ	49%	Sports	Issue 7
Zelda: Link's Awakening	Nintendo	95%	Adventure	Issue 1 & 2





Tune in next time for more Game Boy Color fun!

Another action packed issue will be waiting in the shops for you at the end of September – don't miss it!

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